

N64 Gamer

Rogue Squadron

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TUROK 2

More than a match for Goldeneye

Wrestle with...

WCW REVENGE

Knife Edge

The first gun shooting game for the N64

Control 40
characters
in this
sci-fi 3D
platform game.

Space Station: Silicon Valley

HUGE Christmas TRADER SECTION

next
gaming



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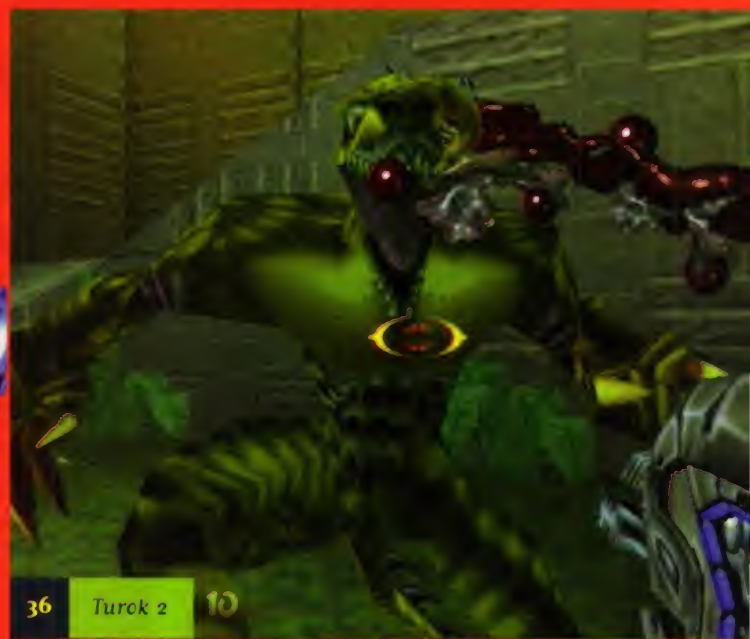


Shock Pack



REGULARS

- 8 News** Nintendo announces a new fighting game, Konami set to make their own N64 hockey game, get rich with Ceasars Place gambling on the N64, Chameleon Twist 2 and Mystical Ninja 2 to appear early next year, Half Life to come to the N64 and WipeOut 64 finally makes it to the shelves.
- 14 Subs** Subscribe and win plenty of prizes, like steering wheels, games, pads, mem paks and more!
- 16 Letters** This month we talk about N64 advertising, Sega's new console along with the possibility of Nintendo releasing a new system, and what we feed Robert for dinner!
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- 21 Competitions** Plenty of carts to give away. This month we've got Turok 2, Wipeout 64, Madden '99 and Space Station Silicon Valley to throw at you.



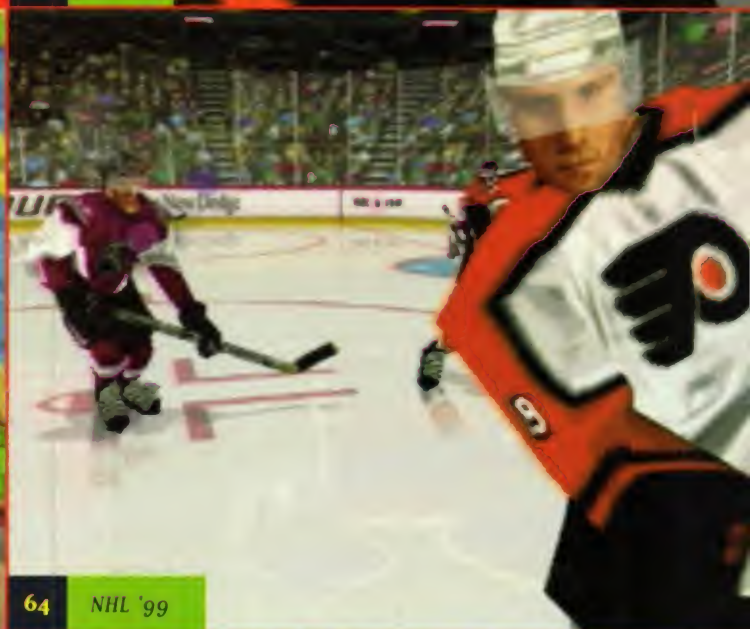
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IGUANA - God's gift to gamers

The most successfully 3rd party software company for the N64 speaks out on its current and upcoming games, including South Park 64 and Shadowman.

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The waiting game. Time goes on...

Sometimes games are delayed for one reason or another, and as you would know, Turok 2 is one such game that's suffered from delays to the shelf.

Mind you, the only ones who have really suffered are the over anxious people who have been waiting for Turok 2 to hit the shelves since October.

Still, on the other hand Turok 2 was delayed for a very good reason - the game had to undergo extensive optimisation to ensure that it contained state-of-the-art visuals for the N64. Frame-rates need to be increased and graphics had to be tweaked, especially in the game's high resolution mode.

Perhaps - in fact I'm certain, that delays, in cases like Turok 2's always result in a superior product being brought to market for us gamers.

N64 Gamer was fortunate enough to have seen an early version of Turok 2, as we often do see beta versions of big games, and at that time it suffered from poor frame-rates and an overall unfinished look. Still, like all N64 gamers, we waited until a more finalised review of the game was given to us, then we reviewed it to give a more accurate reflection of the final game which you'll no doubt buy this Christmas.

So, you may now understand that delays often do result in better products, and if the delay is only a matter of a few months, it is almost always seen as the right choice for software development companies.

I guess you could apply the same philosophy to Robert's birth, then he may have been a better person. If Robert's mother hadn't worked all those years at the Springfield Nuclear Reactor Facility as a lab rat (that's where she met her husband, Barney) then he wouldn't have been born 6 months premature and not have suffered from a huge lack of brain development.

But, hey, that's life.

Stephen O'Leary.

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HALF LIFE TO BREATHE MORE LIFE INTO N64 GAMING



VALVE, THE SOFTWARE COMPANY responsible for the PC version of Half Life, are currently considering a port of their excellent Quake-style 3D shooter for the Nintendo 64.

Half life is one of a multitude of recent PC games to use a derivative of the Quake 2 engine. Unlike the other Quake 2 -based games, Half Life has an evolving story that really draws the players into the game - something quite different from the

standard shoot-em up fare.

The game places you in the role of a scientist whose experiments go wrong and cause hundreds of hybrid aliens to appear on Earth. You have to defeat these aliens who appear in all different shapes and forms, while trying to save your fellow scientists. The atmosphere in Half Life is incredibly tense, and the game resembles the movie 'Alien' in many ways, as creatures leap out and attack you, often scaring you senseless. The weapons and graphics in Half Life are some of the most spectacular seen in this type of game on the PC, but considering the high quality of the Quake 2 PC port for the N64 (that's still in progress), the game should translate well to the N64.

Expect more news on this game in upcoming issues.



GOEMANIA HITS THE N64 AGAIN

Goemania Hits the N64 again
Konami fans will be pleased to hear that Mystical Ninja: Goemon 2 has just been announced. Although the new 3D style in their first N64 effort was enjoyable and allowed the players to explore huge environments, many fans of the original games were disappointed. The appeal of the original games was in the way they combined wacky 2D platforming action with role-playing type exploration of cities that were filled with interesting shops and amusement parks. Thankfully, Konami have returned to their roots for this sequel. The platforming action allows you to take control of a number of interesting vehicles



such as robotic horses and big sumo suits. Another great feature is that the game is two-player cooperative and you even have a handful of tag-team moves where you both work together to reach higher platforms and perform super attacks. The action in the cities has also been improved. You can still use

money earned in the game to play arcade games but now instead of being ancient games like Gadius you can enjoy some of Konami's more recent hits. The graphics have also received a face-lift so that now all the backgrounds scrolling past you are displayed in gob-smacking 3D.

NINTENDO'S NEW FIGHTING GAME...

Recently announced for release in Japan is a new fighting game from Nintendo themselves called, All-Star Dai-Rantou Smash Brothers. "So what, another fighting game", you say? Well, this is no ordinary fighting game as it pits Nintendo's characters against each other in a 3D battle fest. Mario, Luigi, Donkey Kong, Princess Peach, Yoshi, and even Link from the Legend of Zelda will be



in this game, and all characters will have special moves based on their own actions from the various Nintendo games they've previously appeared in. It's

rumoured that the game's background will be based on sections, or levels in Nintendo's various games, and that the game will have a fighting style that may be similar to that seen in the Virtua Fighter series.

Not much else is known about the game at this point, except that the characters will be cutsey in



appearance, much like Sega's Virtua Kids. Hopefully Nintendo will make an announcement on the game in time for the next issue.

SHORT 'N' SWEET



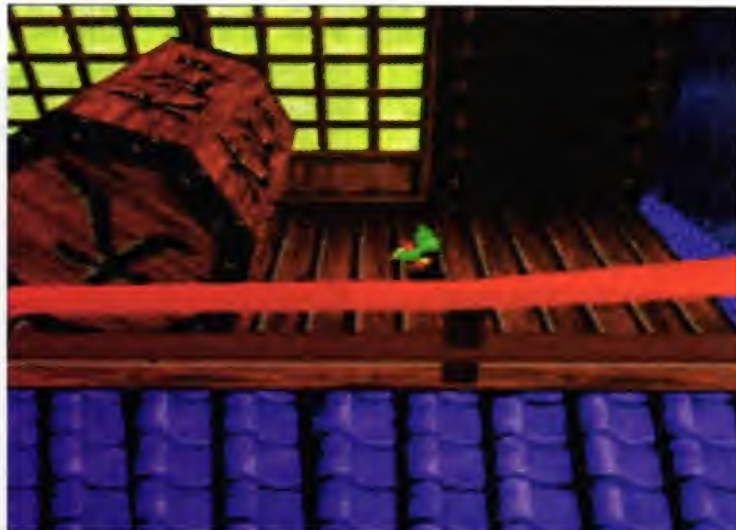
Hybrid Heaven, the RPG/3D fighting game, is also nearing completion for release in Japan. The fight sequences are looking amazing, as are the game's visuals. More news next issue!



SHORT 'N' SWEET



The latest shots of Castlevania 64 prove that the game is coming along nicely. Set for an early release next year, Konami are putting the finishing touches on what could be an excellent 3D platformer for the N64.



TONGUE IN CHEEK

Sunsoft have announced that a sequel to Chameleon Twist is well under way. The first game had some very interesting gameplay because instead of the usual platforming attacks like jumping on enemies' heads, everything in Chameleon Twist involved your tongue. The character's ridiculous-ly long tongue could be used to collect enemies and spit them out at other creatures and it could even be used as a rope to drag you from platform to platform. The reason the game didn't succeed is that the graphics were, well, crap. Sunsoft have sacked their graphics team and are back with a vengeance in the sequel. Chameleon Twist 2 boasts huge levels with detailed textures and much more imaginative environments. If the sequel manages to

add enough gameplay improvements to these flash graphics then this game could be one to look for when it's released in February.



WIN BIG ON YOUR N64!



Crave Entertainment are hard at work on a new gambling game called Caesar's Palace that allows you to experience the thrill of high stakes gambling without the danger of being beaten to a pulp by beefcake bouncers if you don't pay up. Crave have spent a lot of effort on recreating the casino perfectly. The layout of every

floor of the casino is picture perfect and they've even thrown in a few Elvis impersonators for good measure. The game offers 'Instant Play' and 'Multiplay' modes that let you jump straight in and have a go of Roulette, Blackjack, Craps and even the Slot Machines. However, the most interesting feature is definitely the 'Adventure



Mode'. The goal is to win so much money and popularity that the owners of Caesar's Palace will challenge you to a 'winner takes all' bet in which you can win the casino itself. In order to achieve that ultimate goal, your character needs to interact with the casino employees and successfully complete a number of minor objectives. Look out for a May '99 release for the game.

KONAMI CLEANS UP ITS ACT

Konami's NBA: In The Zone (retitled NBA Pro in Australia) wasn't the greatest basketball game ever. The graphics were very blurry because of heavy filtering and the gameplay lost any possibility of excitement by concen-

trating too much on simulation aspects. Konami have taken these criticisms to heart and are back with a vengeance. NBA: In The Zone '99 has improved upon every area of the original. The graphics have been sharpened up

considerably and a richer colour palette has been used to create a much better looking game. Other improvements include: a split-screen shoot out mode, much more varied and detailed commentary, more responsive control, smoother animation and icon passing. Konami have rarely put a foot wrong so it's highly likely that we'll see an infinitely better game that will give NBA Jam '99 a run for it's money when it's released in March next year.



All Star Tennis 99

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SHORT 'N'SWEET



These are the latest shots of *Survivor: Day One*, which is being programmed by Konami. It's a little more on the platform/action side of things than *Hybrid Heaven*, but uses a similar graphics engine. The game uses the *Tomb Raider*-type viewpoint. *Survivor: Day One* will be out in the middle of next year.



KONAMI HITS THE ICE



Konami are pulling out the big guns with their latest sports title. They've assigned the lead designer of their brilliant soccer series (*International Superstars Soccer*) to program *Blades of Steel '99*. The game is a sequel to their popular ice hockey game on the NES. Featuring full NHL licensing and up-to-date rules and regulations, *Blades of Steel '99* continues the heritage of its NES predecessor with a mixture of arcade and sim hockey. Even though the game was in early form, the graphics are already looking great and moving smoothly. If the game can live up to the quality of Konami's soccer games then *Blades of Steel* will be one to look for when it's released in March '99.



WIPEOUT FINALLY SHIPS, THANKS TO PLAYCORP

Game delays are one thing you come to expect in the game industry, but the delay of *WipeOut*'s Aussie release was quite a lot longer than anyone expected. It seems that the title was handed from distributor to distributor inside Australia while N64 gamers eagerly awaited one of the best racers of the year. Finally the game made it into the hands of Playcorp Australia, who are releasing it in the first week of December. Still, this time was thankfully used for *WipeOut*'s own good as a few finishing touches were applied to the

final game while it waited to hit the shelves. The frame-rate is ever so smoother than before, and the programmers have managed to decrease the amount of pop-up in the backgrounds. N64 Gamer originally gave the game a 8.5 in the November issue (on sale in October), and although *WipeOut* has had improvements made, we feel that it still sits in the 8.5 score bracket. Overall, *WipeOut* is one of the best racers on the N64 and is highly recommended by N64 Gamer, so pick up a copy if you're a racing kinda guy.

GEX 3D

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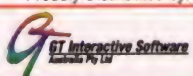
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Win a complete



Once again, Ubisoft have come to the party and have given us 8 packs to give away to lucky subscribers this month for N64 Gamer. Each pack contains a copy of SCARS - a great N64 racing game, and a Trilogy pack, which contains a N64 controller, a memory card and a shockpad — valued at \$220.



Winners Issue #9: Daniel Allen, Grant Hawley, Aaron Guy, Danny Bakes, Justin Dunn, Fiona Smith

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Letter of the month

Winner of the letter of the month, Princess Hoshi, picks up a Gamester N64 Rumble Steering Wheel. Keep those letters coming. Next month there's controllers and memory cards to be won.

THE PRINCESS' TALE

The Princess sat down gingerly next to a pile of dishevelled clothing in the brother's room. Gromit followed, tennis ball in mouth and tail wagging. Wordlessly, the brother placed a gold controller into her hands.

Figures, she thought, a golden controller for a princess of gold. He leaned over, and looked her in the eye. "Ready to die, Hoshi?" She nodded. Let him think that. He leaned over and flicked the switch on his Nintendo. Immediately the familiar music filled the room. Flicking quickly through the menus, she chose to be Xenia, liking her fashion sense. She was thrown into the game.

Grabbing an assault rifle, she headed off to destroy her brother, trying to ignore Gromit's insistent licks on her hand. "Not now, Gromit," she muttered. "Play catch later." He looked at her mournfully. But she was unaware of this, instead turning her attentions to the figure that was her running through the corridor of the facility. She heard a blast of fire, and turned to face her nemesis. As she saw him, she laughed. A civilian?! This should be easy. And it would have been, had it not been for Gromit. Without warning, he stood up and barked at her. Turning to look at her faithful spellhound for an instant too long, she

heard a triumphant cry and turned back to the screen to see the unfamiliar image of blood trickling past her eyes, warm and sweet. A faint smile came over her face. She must be dreaming. She'd never lost before. She tried to move, but found her limbs like lead. The brother laughed with glee. "I got you, Hoshi! I got you bad!"

The princess paled. Choking back a few tears, she left the room.

PRINCESS HOSHI, WA

I think that's an experience

that all Goldeneye fans can relate to. We've all been unfairly robbed of victory at one point or another. You just have to try not to take it as seriously as I do. I've been banned from playing Goldeneye in the office for two months now. People are still picking bits of control pad plastic out of the walls from the last time I lost and not everyone's back from the hospital yet. It's okay though, the doctors say Mithra should be able to walk again soon and Troy's getting used to doing things with his new prosthetic arm. I've got it under control, really.



of its larger library of games. It does so simply because of clever marketing. The huge number of Playstation ads is staggering. The first thing you see before the new episodes of South Park is 'this program is brought to you by Playstation'. With the sheer volume and style of Playstation advertising, is it any wonder why the Playstation is attracting so many kids?

And what about Nintendo? They started off well with some very amusing ads featuring the comedian Tim Ferguson, but since then they've dried up. Nintendo's advertising angle seems to be still rooted firmly in wooing young kids.

I find it very ironic that before the N64, Nintendo was the marketing king that trounced everyone. Now it's being beaten by Sony through simple, clever marketing strategies. Hopefully, for every N64 owner's sake, Nintendo will lift their game soon.

BENNY CHARLES

You're right about Sony's clever marketing being the main reason it's outselling Nintendo. In the days of the 16 bit consoles, Nintendo ruled supreme because it had both the superior software and the better marketing. However, I don't think it was so much a case of Nintendo being a marketing genius that has now lost its touch. It had much more to do with Sega having absolutely no idea what marketing is. They messed up the marketing of the Megadrive and they made an even worse job of the Saturn. Nintendo still have the same advertising flair that they've always had. In fact, I think some of their recent efforts like Banjo-Kazooie and Mission Impossible were great ads that really showed off the

THE ADVERTISEMENT IS MIGHTIER THAN THE SWORD The question many kids have to answer is very simple: Do they choose the cheaper, CD based Playstation or the newer, cartridge based N64? With the N64's advanced capabilities and superior graphics, it should easily be thrashing the Playstation in terms of sales, and yet it is languishing behind as more and more kids choose the Playstation over the N64.

Although I remember one letter last month calling for more games to be pumped out, regardless of how good they are, I still think that Nintendo's quality over quantity policy should stay. People today can't afford to buy every game that comes out

(unless they work for a games magazine) and so they only buy the best and most enjoyable games to play. You only have to look

at the increasing number of dodgy games coming out on the N64 to understand the folly of pumping out as many games as

possible in the hope of one of them being a winner. Besides, the Playstation does not out-sell the Nintendo because



Some people take Goldeneye way too seriously.

products well. Sony's success is mostly due to saturation bombing. You can't walk five paces without seeing an ad somewhere. The ad for their recent game: 'Medieval', is a good example of their work. It's very stylish but there's no substance to it. You see 25 seconds of footage of a funeral, which has little to do with the game, then 5 seconds of full-motion video from the game's intro, but no actual footage of the game. It's a pity that flashy ads can win over unsuspecting gamers out there. So don't feel sorry for N64 owners. We're the ones who get to enjoy all of Nintendo's great games. Feel sorry for the poor guys and gals who have fallen for Sony's flashy marketing sim-micks. They're the ones that are paying the price of Nintendo's poor marketing because they're missing out.

QUICK QUESTIONS

Hi guys, I think you're great yadda yadda yadda. Now answer my questions or I'll steal your Goldeneye cartridge.

1. How many times a week do you feed Robert? And what do you feed him?
2. Will the new Nintendo console that's rumoured to be coming out in 2000 be

256 bits to stay ahead of Sega's new console?

3. Do you think Sarah would go out with me? I'm a nice guy you know. I reckon she's a groovy chick.

4. Now I want you to answer this question properly please. Who answers these questions?

PAUL TUNE

You really know how to hurt a guy. Be warned though, anyone touches my Goldeneye cart and I'll do things to them that would make Robert cringe.

1. Well it all depends upon our budget for the month and the weekly price for dog food. If it's a tight month and sales are down we'll opt for the rough and husky stuff, like the no-name crap, or if we manage to sell over 100 copies of the mag we can splurge and buy 'ol Robert some 'My Dog' or even 'Chum'.
2. It will probably be 128 bits like the Sega machine. What you've got to understand though, is that the amount of 'bits' a console has doesn't mean that much. The Atari Jaguar was 64-bit and it wasn't even as powerful as a Playstation. It all comes down to the amount of 3D muscle the machine has and you can count



Medieval is a good example of Sony's flashy advertising

on Nintendo's next machine pulverizing Sega's console.

3. Well that depends. At the moment she's going out with Keanu Reeves but if you were to bribe me (four Goldeneye carts ought to do the trick) then I might be persuaded to get Robert to kneecap him for you.
4. It depends on who feels like it. Sometimes it's Steve and sometimes it's me (Narayan). This month obviously it's me.

IS THAT IT?

Looking back in your previous issues I noticed that

you haven't given a game a score of 9.5 or above since issue #1. Does that mean that Nintendo brought out two really good games to get the N64 off to a great start and then got lazy? When are we going to see a game deserving 9.5 or 10/10 because it better be pretty soon!

CHRIS SLADE

It's true that we haven't seen any games in the last year that match the brilliance of Goldeneye or Mario. This doesn't mean Nintendo is getting lazy. It's simply because quality games take a long time to make. The biggest games are also usually released in November and December to grab the Christmas sales. So you can rest assured that with Turok 2 and Zelda on the horizon, you'll definitely have some killer games in your Christmas stocking.

WHAT ARE NINTENDO THINKING?

In your November issue you had an article called "No 64DD in Japan until 1999, what about Australia?". In the article you mentioned that Nintendo are rumoured to be releasing a new con-

sole in 2000. If this is true, what the bloody hell are Nintendo thinking?

We were told that the N64's great features like mipp-mapping and anti-aliasing would ensure that the N64 could compete with the upcoming 128-bit Sega and Sony machines. So why the new machine? Most of us only got our machine in late '97 or early '98. Now they are telling us that they will be out of date in just over a year.

Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 gamer magazine at, **N64 Gamer Magazine** 78 Renwick st Redfern, NSW 2016 or email: N64gamer@next.com.au The best letter each month wins a free subscription for 6 months, so step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!



Turok 2 finally gives N64 players a game to rival Goldeneye!

It pisses me off that I paid \$200 for a system, \$150 for three extra control pads and \$100 per game for a system that will be out of date in two years. Then I'll probably have to buy the new system to play the latest and greatest games. It's not fair.

MARK HAYMAN

Things aren't going to happen anywhere near as fast as you think so you don't have to worry. The rumoured release of a new console is just that, a rumour. Christmas 2000 is the earliest that Nintendo will release a new console (it may not be until 2001) and this release date is for the Japanese machine. It will take another year to arrive in Australia like it did with the N64. This means that the earliest you'll see a new Nintendo console on sale in Australia is Christmas 2001. That's still three years away, so relax. There's plenty of time to enjoy great games on the N64 before you have to worry about outlaying cash for a new console.

SHEEP LOVER

I'm writing this letter from New Zealand (I shouldn't have told you that, you'll



WWF is not as much fun as WCW v NWO!

probably piss on my letter and throw it in the bin now). I'm a huge wrestling freak. The highlight of the week for me is sitting down on Friday night to watch WCW Nitro. Having bought and conquered WCW v. NWO World Tour, I have been looking forward to any new wrestling games. Recently I tried WWF Warzone and I was reasonably disappointed. Creating your own characters rule, and the graphics

are mad but the controls are more confusing than THQ's wrestling game. Also the moves are pulled off too quickly and the cage matches are too easy. It's structured too much like a boring fighting game (tell Robert fighting games suck hard). Anyway, keep up the good work with your mag (pity New Zealanders are too busy shagging sheep to make a cool mag like yours). Now see if your

feeble Aussie minds can answer these questions:

1. Could you please keep your mags open longer so NZ'ers have a chance?
2. Do you know when WCW v. NWO Revenge will be available in Australia and New Zealand?
3. How many countries can our machines accept games from? Is there a way of ordering games from UK to get them faster?
4. I have an idea for a game. You could play a reckless hoon driving a rusty old Mitsubishi Sigma through downtown streets, doing wheelspins in farmer's paddocks and smokies in carparks. How cool would that be?

LEIGHTON IRVINE

What you say about WWF Warzone is fairly true. It has a lot of great features but it lacks the easy arcade style gameplay of WCW v. NWO. However, anyone who's read my review would know that, so either you were too busy with your furry friends to see the issue or you can't read. Either way, you'll get no sympathy from me, buddy.

1. We already keep them open for two months. How slow are

you guys?

2. I'm afraid you're going to have to wait for a December release. We've got the game now and it's pretty cool but it doesn't seem to offer a huge amount of new features over the first game.

3. Your machine will accept games from every country except USA and Japan (they use an NTSC system). The rest of the world uses a PAL TV system. So yes, UK games will work on your machine but I wouldn't bother with them because they only get games at about the same time as us. If you're really keen to get games early you should get a converter and buy US games from an import shop. This will be costly though, so only do it if you're desperate.

4. If that's the calibre of game ideas from NZ, it's no wonder there are no game developers over there. Who would want to pay money for a game about a day in the life of a dole bludger? Not me. Come to think of it, your description of a game sounds exactly like what Steve does for a living.

I HATE HIPPIES

I've had my N64 for about one and a half years now and spend at least 2 hours a day playing it. I think it's easily the best purchase I've ever made. So nothing annoys me more than those tree-hugging hippie Sega owners saying how good their Saturn is and how cool their 128-bit Dreamcast will be when we all know it'll be utter crap because Sega is making it. And what's with the name? Dreamcast, it sounds like some stupid nursery rhyme. With any luck all those Sega owners will have died of boredom from playing Sonic games long before the Dreamcast arrives.

1. How come you gave Banjo-Kazooie 9 out of 10? My friends and I



Why did you only give Banjo 9? asks Damien Kennedy

thought it was way better than Mario.

DAMIEN KENNEDY

Sega is really going to have to pick up their game if they're going to succeed with the Dreamcast. Their last three machines (the Mega-CD, the 32-X and the Saturn) have all been spectacular failures so it's hard to be optimistic about their new system. As for Banjo, Mario got a perfect mark because at the time it was revolutionary and it's incredibly fun to play. Graphically Banjo beats Mario hands down, and it is very nearly as much fun to play. However, the main reason that it didn't get as high a mark is because it isn't very original at all. The whole game structure is a complete rip-off of Mario's and it simply doesn't offer enough new ideas to get a really high mark.

SEQUELS AND REHASHES

A lot of us can't help but get excited at the thought of playing a Zelda game on the N64. Who could blame us? It's the latest chapter in the long running series that has captured the hearts of countless gamers.

Something, however, is the matter here. Zelda is



It's encouraging to see game's like Silicon Valley emphasising original gameplay

sure to be a big hit (with good reason), but is that all the industry can throw at gamers to get us excited? Sequels and rehashes? I'm worried that it might be.

Programmers have settled into a laz-e-boy mentality. They take yesterday's hits and pump them up with new graphics and sound, stick in a few new features and then ship them off to the public. Everyone seems to be doing it. Game designers can skip wracking their

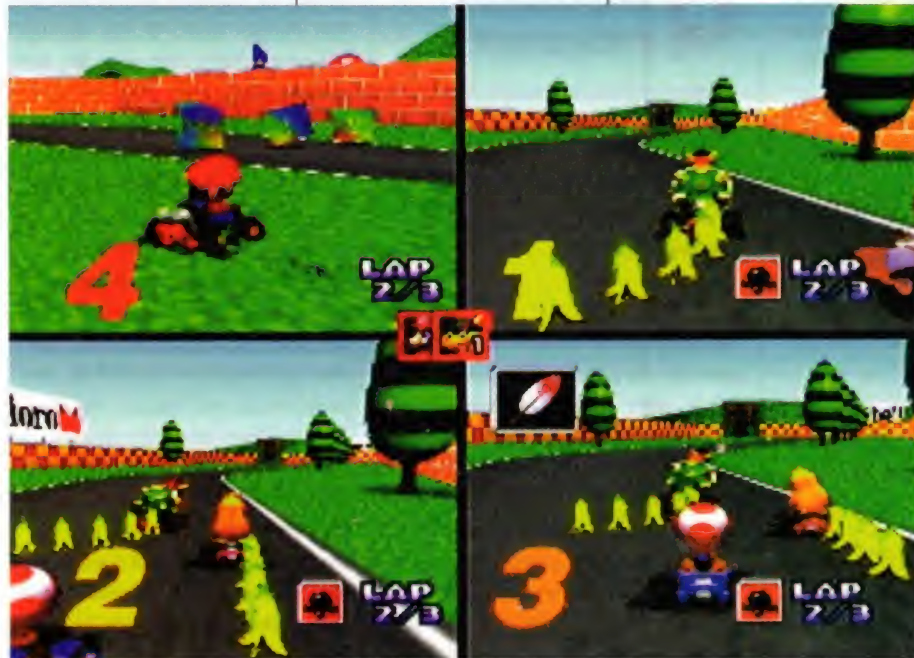
brains for original concepts and simply improve upon documented hits. Hey, I'm not complaining - well I am complaining, but hear me out. I love Mario 64 and Mario Kart. These games are absolutely incredible. Mario 64 is amazing, but it's exactly what I'd expect from Mario in 3D. Mario Kart contains basically the same gameplay as the original. Both games are great but they're merely modern updates of past

successes. So what does this mean? Are all the fantastic and original ideas taken up? I hope not. While I look forward to Zelda, I eagerly await the next fresh concept that is not based on an older game. What we need are some innovative game designers to come up with creative ideas so that we can be pleasantly shocked and surprised again.

JOSHUA GREER

The state of games at the moment may be unoriginal but there's something you don't understand. It's your fault! Well,

not you personally, but the gaming public in general. The game designers can't be blamed for pumping out endless sequels because original games simply don't sell. Take Blastcorps for example, it was a really fresh and original idea. No other game like it had ever been done before. However, it didn't sell very well because it was an unknown title. The average gamer simply won't shell out money for a game that he doesn't know anything about. If it's a licence game like Superman it will sell, likewise if it's a sequel to a well known game, it will sell. Even a game like Goldeneye owes most of its success to the James Bond licence. The fact that it's highly original and totally brilliant has little to do with its great sales, it's just an added bonus for gamers. Game developers are in the business of making money. So until the public starts rewarding designers for producing original games, we're not going to see many. It's much safer for them to make a guaranteed hit. If you want to support a games producer trying really fresh and interesting ideas then check out Spacestation Silicon Valley. The game may not have the graphical finesse of titles like Banjo but the game's emphasis is on really enjoyable and involving gameplay.



Nintendo have succeeded in updating timeless gameplay with Mario Kart.

TOP FIVE

1. Mission Impossible
2. Banjo-Kazooie
3. Goldeneye
4. 1080 Snowboarding
5. WWF Warzone

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MR. BAD ASS

Mr. Bad Ass is a 250 pound mass of muscle who lives to play games and there's nothing he hasn't conquered. So if you're stuck in any game then send your problem in and we guarantee that Mr. Bad Ass will be hard enough to help you out! Also, send in any cheats or glitches that you can find yourself and anyone that manages to impress Mr. Bad Ass will score a free game.



GOLDENEYE PROBLEMS

Q. Those Damn Buildings!

On the Dam level, I went down to the docks and using my sniper rifle I could just make out a couple of buildings on the other side of the dam. What are they and how do I get there?

Duy Nguyen, VIC

>> Mr. Bad Ass

You're not the only one to wonder how to get to the mysterious buildings, they've given many Goldeneye fans sleepless nights. Unfortunately there's no way to get to them in the game unless you have a Gameshark cheat cartridge. In an interview Rare stated that when they were designing the game they planned to include an extra objective where you used a boat next to the docks to get over to the buildings and deactivate some security equipment. Unfortunately, this objective was cut from the final version of the game but the buildings are still there to tease us.



Q. Can't Launch the Shuttle

I'm stuck on the Aztec level - How do you launch the friggin shuttle?

Dominic White, NSW

>> Mr. Bad Ass

Go to the room with the shuttle in it. Climb up the ladder and close the shuttle bay doors with the computer console. Now go and kill Jaws to get the security card. Go back to the computer room (the room near the start with a black floor) and use the card to open up the bullet proof glass. Grab the disk on the desk and reprogram the computer. Now head back to the shuttle room. Use the guidance data on the computer in the back corner of the room and then head up the ladder again and activate the console up there. You'll have to defend yourself for 10 seconds now while the shuttle prepares to launch.

Q. How Do I Get the Bonus Levels?

I've played Goldeneye all the way through on 'agent' difficulty and beaten Trevelan but I can't access the last two levels. How do I open them up?

George Allen, VIC

>> Mr. Bad Ass

You wouldn't be having this problem if you weren't playing it on such a 'nancy-boy' difficulty level. You have to finish every level on 'Secret Agent'

to open up the Aztec level where you fight Jaws and you have to finish every level on 'oo Agent' to gain access to the Egyptian level where you have to kill Baron Semiede. After you've beaten every level on 'oo Agent' you'll also be rewarded with a new '007' mode where you can adjust things like the health, reaction time and accuracy of the enemy soldiers.

Q. impossible Mission?

Mission Impossible codes don't work. Can you morons, in your infinite wisdom, explain why the hell they don't work?

Thanks,
Jordan Wignall

>> Mr. Bad Ass

The unfortunate situation is that the game developers often change the codes for a game when it is released in Australia. This has happened before with Duke Nukem 64, as seeing that we weren't sent a PAL game before we printed the codes we were unable to check them on a PAL system. Those codes do work on the NTSC version (American) which we used for review. We're waiting on the codes for the PAL version, and we'll print them next issue.

Q. Dear N64 Gamer,

As a very proud owner of a N64, I'd like to ask you a few questions.

1. Will the millennium bug have any effect on the N64?
2. How the hell do I beat Gruntilda on the final battle in Banjo-Kazooie.

Bye, and thanks.

Gizmo

>> Mr. Bad Ass

As long as you spray your console with Don Burke's snail rid you shouldn't have any trouble with your N64 after the year 2000.

To beat Gruntilda the first thing you have to do is avoid her swooping attacks while shooting her with eggs. Then jump onto the bricks at the side of the castle and shoot her some more while avoiding her fireballs. Next use the flight-pad to dive bomb her while she is flying around. After this, shoot eggs into each of the four jingo statues that appear, this will free the Jingos and allow them to attack her. Finally, a super jingo statue will appear. Shoot eggs into each one of the four holes. This will free the super jingo and it will smash her repeatedly until she falls off the edge of the castle and then kicks the bucket!



Turok 2 Giveaway

Those legends at Acclaim have given us 6 COPIES OF TUROK 2. Can you believe your luck? All you have to do to enter is tell us:

"What's the best game of the year?"

Put your answer on the back of an envelope and send it in to:

Turok Comp

N64 Gamer

78 Renwick st, Redfern, NSW, 2016.

Mad Madden Mania

The fantastic people at Electronic Arts have given us 4 COPIES OF MADDEN '99. All you need to do to enter is tell us:

"What sport is this game is based on?"

Put your answer on the back of an envelope and send it in to:

Madden Comp

N64 Gamer

78 Renwick st, Redfern, NSW, 2016.

Spaced Out

Those super kind people at DirectSoft have generously provided us with 4 COPIES OF SPACESTATION SILICON VALLEY. All you guys need to do is tell us:

"What's one of the animals you can control in Space Station Silicon Valley?"

Put your answer on the back of an envelope and send it in to:

Spacestation Comp

N64 Gamer

78 Renwick st, Redfern, NSW, 2016.



Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

Get Wiped Out

Those generous guys at Playcorp have been nice enough to supply us with 5 COPIES OF WIPEOUT 64. All you need to do is tell us:

"Which game is better, the N64 version or the Playstation version of WipeOut?"

Put your answer on the back of an envelope and send it in to:

Wipeout 64 Comp

N64 Gamer

78 Renwick st, Redfern, NSW, 2016.

Winners

Banjo's Comp

Patrick Bishop wins the copy of Banjo-Kazooie.

My Game Idea

Chris Kelson gave us the best laugh with his idea of a game with simply "lots of blood and guts". He picks up a copy of 1080.

Give me a gecko

The three lucky Gex winners are:

Krishneel Dutt

Tim Day

Nick Hughes

I'll do anything

The four winners of copies of Forsaken were a lazy bunch. Their answers when asked what they would do for a copy were:

Kelly Wilkes - I will even write six words!

James Mcdermont - I'll post you this envelope.

Steve Burt - Well, truthfully, not much.

Luke McInerney - I'd come pick it up.

Gogs

The Six winners were of the Gogs and Regurgitator videos were:

Michael Noble

Paul Malcolm

Jeff Irwin

Sabit Parker

Breenie Hartley

Dean Eacott

ALL COMPETITIONS CLOSE ON THE 7th JANUARY

Star Wars: Rogue Squadron

PUBLISHER: NINTENDO
CATEGORY: 3D SHOOTER

AVAILABLE: DECEMBER
PLAYERS: 1

THERE'S SOMETHING ABOUT the Star Wars movies that just translates perfectly into computer games. The Star Wars trilogy games on the SNES were some of the most enjoyable games to ever grace the system. I think it's a combination of the exciting science fiction setting and the rousing music that makes it so enjoyable to take part in the Star Wars universe. *Shadows of the Empire* may have been lack lustre but it still had levels like the snow speeder mission which captured the Star Wars magic. Getting into that snow speeder and weaving amongst scout walkers and probe droids as you attempted to destroy the enormous Imperial AT ATs was incredible fun. Thankfully, Lucas Arts have concentrated on this idea and based an entire game around it. In *Star Wars: Rogue Squadron* you can fly five different Rebel crafts as you battle the Empire across a range of planets from the Star Wars universe. The levels in *Rogue Squadron* can be broken up into four main types. There are the 'Rescue Missions' which involve penetrating heavily protected enemy territory and rescuing key members of the Rebellion from the clutches of the Empire. 'Search and Destroy' means that you must locate important Imperial targets and destroy them. Some levels are 'Reconnaissance Missions' which involve stealing Imperial plans to help the Rebels to thwart the Empire's plans. 'Protect Missions' mean that you have a specific spaceship or installation that you must protect at all costs. The dog-fighting action in these levels is intense. This game provides an unparalleled sense of being there as you battle swarms of enemy Tie Fighters and dodge their laser fire as it rips past your ears in glorious surround sound.

The levels themselves cover many kilometres of land and are extremely detailed. Luke Skywalker's home-world of Tatooine, for example, includes all the major landmarks. As you battle the Imperial forces you can visit Jabba's palace and then fly over the rolling sand dunes to the dreaded Sarlacc Pit where you can even see a few hapless victims being dragged down to their doom. From there you can fly through Beggar's Canyon as tribes of Sand People riding on their tuscan raiders pass underneath. You can then fly over the charred skeletons of Ma and Pa Skywalker at Luke's homestead and finally arrive in Mos Eisley itself. The attention to detail is simply staggering. In the space port you can see Imperial Stormtroopers patrolling the streets and civilians madly running to get out of the way of cruising landspeeders. The graphics themselves are stunning to watch. Lucas Arts have used the 4MB expansion pak to produce crystal clear high resolution graphics that recreate the Star Wars universe in so much detail that you can even see the various patterns on the R2 unit sitting in the back of the X-Wing.





Flying Dragon

PUBLISHER: **CULTURE BRAIN** AVAILABLE: **?????**

CATEGORY: **FIGHTING** PLAYERS: **2**

Culture Brain, a Japanese software company responsible for a few SNES fighting games, are hard at work on a N64 fighter that basically offers two fighting games in the one cart.

Flying Dragon (no, it's not another Bruce Lee rep-off movie, come wannabe game conversion), does indeed offer two different fighting games in the one cart, with a normal 3D fighter and a super-deformed fighter packed into one little N64 cartridge. Before you say, 'hold on - they've just added a dumb cheat to turn the players into midgets, that's all', we can tell you that the two different game modes in Flying Dragon feature different characters, combos and a totally different fighting style. Furthermore, the super deformed, or small dudes fighting mode, is actually quite cool and has plenty of cool combos and characters to keep fighting game fans happy for a long time.

Over 20 different characters are selectable in Flying Dragon, with the normal line up of characters using realistic fighting styles, whereas the super deformed buggers use fighting styles that are more akin to the anime comic books from Japan. Either way, the characters in Flying Dragon have a great amount of moves at their disposal, and for the most part they are modeled on real-life traditional fighting styles, like Kung Fu, Karate, Tae Kwon Do and even wrestling. The game uses the Virtua Fighter control method that employs a punch, kick and block button with combinations of the buttons and D pad movements resulting in the games' many moves and throws.

After sitting down for a short match of Flying Dragon you'll discover that there's more to the game than meets the eye. The normal fighting style that uses the full sized characters, for example, has two different fighting modes within it. The first involves what is basically a 2D fighting game with 3D graphics. The players can move in 2 dimensions but can't dodge into the 3rd dimension. The 2nd allows you to do dodge, which enables you to attack your opponent from the side with special throws and attack that aren't available in the 2D mode. The super deformed game has its own special additions in the form of power ups that you collect during the fights. Around 200 different power ups are can be collected, with each power up offering a different new ability, special move or even projectile (a la streetfighter fireballs) attacks. Anyone who's familiar with the Dragon Ball Z series would certainly know what to expect.

Graphically, Flying Dragon doesn't quite live up to the standards it sets with its refreshing in-depth gameplay. The characters look quite detailed and their animations are smooth and realistic, but the game's background are just 2D bitmaps that look flat and dated in comparison to the 3D characters. Still, the frame-rate is quite smooth, which means the game is fun to play.





Fifa '99

PUBLISHER: **ELECTRONIC ARTS** AVAILABLE: **EARLY '99**
CATEGORY: **SOCCER** PLAYERS: **1-4**

THERE'S NO DOUBT that with the introduction of International superstar Soccer '98 Konami cemented themselves in the position of the premier soccer game programmers on the N64. Still, this fact hasn't stopped those Fifa guys at Electronic Arts from taking another shot at becoming the soccer game kings, and Fifa '99 looks like it may finally give Electronic Arts the edge to take the coveted soccer game crown.

Like the previous Fifa games, Electronic Arts have been gradually tweaking the gameplay and visuals to provide a more balanced and better looking game and Fifa '98 sits right in line with the company's excellent programming learning curve. First in line for modification is the artificial intelligence of the opposing team players, as the opposing team no longer relentlessly attacks the player with the ball, but now they are more intelligent in their behaviour and form better wing play, in that they will pass and move the ball around constantly, using all the players on the field to get the ball closer to your goal. Likewise, you can count on your team behaving more like a team in that players will always be there to intercept balls that are passed up field, and shots that you plan to land just before goal, so that you can take a shot at goal from a much shorter distance (or even attempt a header at goal).

EA has also included the new semi-automatic goalie, which allows you to take control of the goal at vital moments when the opposing team is attacking and then have the computer take over again whenever the action moves away from the goal area. This allows players to charge attackers, decide whether or not to run out and pick up an oncoming ball that's aimed near or directly at the goal.

EA have included interruptable animations that now allow you to stop a movement as it is in progress and immediately start a new action. This allows you to perform fake moves that can throw your opponent off allowing you to get around a near certain tackle, or even save a ball from going out of bounds as it nears your sideline.

Graphically, Fifa '98 uses a slightly higher resolution mode than the previous Fifa instalment, while managing to run at a very smooth frame-rate. This higher res with smooth visuals graphic mode is something that Konami were unable to achieve with ISS'98 and will no doubt be one of Fifa '99's main advantages over Konami's soccer game. EA have also added real-time lighting effects into the game and a host of excellent shadow effects that make the game look even better than before.

With its excellent four player mode, team edit, player creation and over 250 clubs from 12 different territories, Fifa '99 looks mighty fine indeed.

Smash Tennis

PUBLISHER: HUDSON SOFT AVAILABLE: EARLY '99
CATEGORY: SPORTS PLAYERS: 1-4

UP UNTIL NOW there's been one international sport that has been left out of the sporting conversion bonanza on the N64. We've had soccer, American football, hockey, and basketball, but not even a hint of a tennis game. Well tennis fans can now rest easy as a tennis game from Hudson Soft has just appeared in Japan and is scheduled for release here early next year.

Tennis games on other systems have been a dime a dozen and have all had mediocre gameplay to say the least. They suffered from poor control interfaces and dull visuals but one look at Smash Tennis will prove that this game is something different.

Graphically the game offers five different views that allow you to view the action from vastly different angles. There's the stadium shot that allows you to see all the action with the players appearing quite small. This camera angle is recommended for beginners as it helps you to judge the angles for your shots and exactly where the ball is coming from and where it's going to. Experts may want to switch to the close up angle that allows you to view the action from the player's eyes. This angle calls for lots of skill, although the realism and speed of the graphics in this view is quite impressive.

The players are drawn with a cartoony, almost anime look about them and the non-serious nature of the game is reflected in the game's various court locations. From the traditional Wimbledon-type stadium, Smash Tennis' courts are located in all manner of places, like inside igloos, on desert plains, in volcanos (where they shake and rumble as the volcano erupts) and even on glass plates suspended by flying eagles at least 500 ft above the ground (weird, eh?).

Still, the cutesy-like visuals are in no way a reflection on Smash Tennis' gameplay. Although no sim, Smash Tennis' gameplay is solid, entertaining and addictive. There are only a few different shots at your disposal in the game - a straight shot, a lob and an overhead slam - but it's the way that you hit them and the angle that you approach the ball's trajectory that results in a huge amount of potential shots for you to play. Certain shots can only be played when you approach the ball from a certain side, and the power and angle of the ball's trajectory will always depend upon the ball's height at the time you strike it. Although this complexity may sound a little daunting, given a small amount of time you'll become quite accustomed to the game's play mechanics. Also, as the game has a high learning curve, it will take you a goof amount of time to become a master at it.

The game's four player mode also provides some of the best multiplayer fun on the N64.





Twisted Edge Snowboarding

PUBLISHER: NINTENDO AVAILABLE: EARLY '99
CATEGORY: SPORTS PLAYERS: 1-2

After the high standards set by 1080 Snowboarding, Boss Game Studios needed to come up with something pretty special make an impact with their own snowboarding game.

Well, from what we've seen, the makers of Top Gear Rally are onto another hit with Twisted Edge. The game offers six course that challenge the player across a variety of different landscapes. Whether you're boarding through the Swiss Alps admiring the sky cars packed full of skiers passing overhead, or hooning down frozen canyons dodging between rock formations, Twisted Edge's graphical detail never fails to impress. The game also features three difficulty modes that alter the geometry of the courses. Depending on the mode, certain parts of the track will be closed off and other objects will be open in different places. This means you have to always keep your reflexes sharp to avoid coming screaming around a corner and smashing head-first into a tree that isn't usually there.

The producers of the game claim that Twisted Edge will be the most controllable snowboarding game on any system, with a huge amount of tricks like flares, stalls and stiffies accessible during races. The game provides players with a fully controllable camera so you can watch your spectacular stunts from every conceivable angle. Boss have even captured the animations of professional snowboarders with the latest motion capture technology to ensure that Twisted Edge looks as realistic as possible. The stunt/trick system will also improve on 1080's. First of all, you can combine different tricks to pull off killer moves (accompanied by amusing comments from your boarder), and unlike in 1080, stunts and tricks actually give you an advantage during races. Every time you successfully pull off a stunt, your character will get a little boost of speed.

In an attempt to beat the competition, Twisted Edge will feature multiple boarders on the track, compared with 1080's two boarders. This makes races a lot more competitive as you're constantly jostling with other racers for your position. Another aspect that will win votes with snowboarding fans is the ability to catch 'extreme air'. Many sections in the courses have huge drop-offs that give your boarder plenty of time to pull off some insane stunts as they sail through the air.

There are also a variety of different game modes like Story Mode, Competition, Stunt, Versus, and Practice, so that the action never gets dull. Even the game's two player mode shines through as being one of the most polished and playable parts of the game.

San Francisco Rush 2

PUBLISHER: **PLAYCORP** AVAILABLE: **JANUARY**
CATEGORY: **RACING** PLAYERS: **1-2**

THE BEST THING ABOUT San Francisco Rush was the absolutely insane jumps that allowed you to do your impersonation of Superman and leap several skyscrapers in a single bound. Thankfully, Atari have ensured that Rush 2 has so many stunts and short-cuts that every fan of the original will be in heaven with this game. The game even goes so far as to include a specific stunt track that's covered in all manner of death-defying jumps and loops. The aim of this track is quite simply to pull off as many flips in the air as you can and then manage to land on your wheels. Atari have even included a two player option for the stunt mode that makes for one of the most enjoyable multiplayer experiences on the system. It's a great laugh to be madly scrambling your way around, trying to pull off insane jumps as your mate tries just as hard to sabotage your efforts and send you flying out of control into a spectacular crash. The short-cuts are now really over the top. On one track I managed to smash through the glass doors of a huge shopping centre and drive around inside for a while causing mayhem until I smashed through a window of the second story, flew for about 100 metres and then landed on my wheels amidst a shower of sparks and burning rubber. Scenes like this are amazing to watch and really make an enjoyable addition to the standard racing.

A number of other improvements have been incorporated into the sequel. The most notable improvement is the driving engine itself. In the first game the cars handled unrealistically and it was hard to pull off any satisfying powerslides. For the sequel, Atari have tightened up the control so that each car handles exactly like its real-life counterpart and wild powerslides can be pulled off with ease. You can now select from 16 different cars ranging from high performance sports cars to tank-like trucks that will plow through the competition. You can even adjust everything from speed and acceleration, to aerodynamics and torque, so that you can squeeze every ounce of performance out of the machines.

The first Rush game may have been confined to a variety of tracks based only in San Francisco but Rush 2 offers a huge variety of tracks in locations from Hollywood to Las Vegas (10 new tracks in all, plus a few hidden ones). Atari have also managed to extend the disappearing point far off into the distance whilst still keeping a very smooth frame-rate. Even with 10 cars on screen surrounded by immense skyscrapers for as far as the eye can see, the game never gets jerky. On top of this many new effects like environmental mapping have been added to the cars to give the game a much more polished look. Thankfully, the dreadful sound of the first game has been improved considerably so that the music now adds to the gaming action.





BEE PREPARED



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The Herd is attacking and exterminating Earth's native insects! Only Buck Bumble, the most advanced fighting bee ever and the baddest bee in hive, can save the day. Use buck's cybernetic implants and stockade of deadly weapons to unmask the power behind The Herd!

- Put the sting on Attack Wasps and Killapillas in 20 unearthly environments
- Complete 360° freedom of movement in a totally real-time 3D environment
- Feel the buzz with Rumble Pak™ day
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Zelda 64: The Ocarina of Time

PUBLISHER: NINTENDO AVAILABLE: MID DECEMBER
CATEGORY: RPG PLAYERS: 1

Unfortunately, the Legend of Zelda: The Ocarina of Time arrived in the N64 Gamer office a little too late for a review this month, but the crew had just enough time to sit down and give the game a quick runthrough just before we went to press.

From the brief play we had at the game we can tell you that it is all, and probably more, than you've been dreaming for, and Nintendo have outdone themselves yet again in terms of making landmark game software.

Although we didn't have much time to get to grips with the game, we can already tell you that the control system and camera angles are some of the best yet seen in a 3D game. The camera angle doesn't seem to suffer from the annoying 'disappearing behind walls' routine that stops you from seeing the action, like what happens in Mario 64, but follows Link while constantly providing him with dynamic views of all the action.

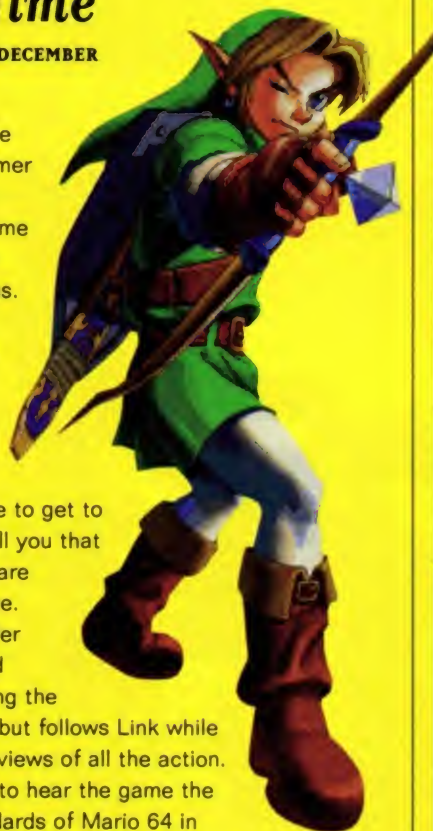
Graphically, you may be surprised to hear the game the game doesn't quite live up to the standards of Mario 64 in terms of cleanness and brightness of its visuals. Rather, Zelda 64

goes for a more realistic colour palette, and has huge outdoor sections that make Mario's look miniature in comparison. It's clear that

Nintendo have gone for a look of realism in the game, rather than the cartoony graphics previously seen in Mario 64.

Even after 10 hours of solid gameplay that the office, we felt like we had barely touched the surface of the game in Zelda 64, and had only just discovered the plot in the game and become accustomed with some of the game's major characters.

Rest assured that the N64 Gamer crew will not sleep until we've finished the most in-depth review of Zelda 64 ever to be published in a gaming magazine. Some Japanese mags have already given the game an unbeaten 10 out of 10, saying that Zelda is the most in-depth videogame ever made. With this in mind, N64 Gamer will bring you the full review next issue for the game that could possibly topple Turok 2 as the best game of '98.





Roadster '99

PUBLISHER: NINTENDO AVAILABLE: MID DECEMBER
CATEGORY: RPG PLAYERS: 1

One of the best racing games released last year was Titus' *Automobili Lamborghini*. Although the game had a fiddly driving engine which was over sensitive and a tad unrealistic, the game had the best graphic engine for a driving game on the N64. Awesome texture mapping, disappearing points that stretched way into the distance and smooth frame-rates even when 5 cars were on-screen are just some of the reasons why *Automobili Lamborghini* is such a great looking game which really showed the power of the N64.

Well, Titus' new game, *Roadsters '98* features more than 20 different cars, like the Porsche boxter, the BMW Z3, the Renault Spider, the Mazda Miata and the old, yet highly loved, *Lamborghini Countach*. The game follows a similar layout to the original, with you being able to select from a multitude of game modes, like quick race, practice and championship and then drive over the game's various courses. Although the game is still unfinished, the programmers have already included 10 tracks in the current version and it's rumoured that another 2 hidden tracks will be included in the final game. Like the original, the tracks in *Roadsters '98* will contain interesting scenery, including cityscape backgrounds, long winding coastal and country roads and long straights on wide express highways.

Graphically, the game looks quite similar to the *Lamborghini Automobili*, although the enhancements to the graphic engine are quite obvious. The textures on all of the courses have been improved, giving the game a more detailed and realistic look. Disappearing points are just as far back as they were in the original, although *Roadsters* has much more impressive scenery which rarely fails to impress. The frame-rate of the game remains relatively unchanged (it was already very smooth in the original), but the speed of the game has been dramatically improved. A real sensation of speed is now felt, especially around the winding corners on the tracks, which is quite an improvement over the original's often slow and sedate driving pace. The amount of cars on-screen at any one time has also been increased. Now it's possible to see up to eight cars jostle for position on-screen without a hint of slowdown, and combining this with the game's increase in driving speed and the ability to do Daytona-like powerslides in all cars and *Roadsters* provides one hell of an improvement over the original's driving experience.

Titus haven't forgotten to include the little effects that also impressed in the original game as well, with lens flair, reflective textures on the car's windcreens and skid marks on the tracks. The final game will also include a like replay mode.



IT MAKES THE REST LOOK TAME

S.C.A.R.S

"Whiplash action and killer graphics provides gripping replayability. Nine tracks, completely unique environments and alternative routes keep the pace frantic".



It's here! The racing game that makes the

others look like a drive in the park. Half animal, half machine these cars are ready to rip the roads to shreds. In a no holds barred adrenaline charged speed fest, you can take on 4 players on split screen on the PSX and N64 with multi player mayhem on the PC. Staggering 3D graphics and sheer driveability make S.C.A.R.S. a game that will really leave it's mark.



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Below is a detailed listing of up and coming titles for the Nintendo 64:

TITLE:	CATEGORY	DATE
Zelda 64	RPG	December
Rogue Squadron	3D shoot 'em up	December
Top Gear Overdrive	Driving	December
V-Rally 64	Driving	December
Fighting Force 64	Fighting	December
Roadsters '98	Driving	December
South Park 64	3D Shooter	January
F1 Racing Season '97	Driving	January
Space Circus	3D Platform	January
Earthworm Jim 3D	3D Platform	January
Tonic Trouble	3D Platform	January
Micro Machines 64	Driving	January
Chameleon Twist 2	3D Platform	January
Twisted Edge Snowboarding	Snowboarding	January
Bust A Move 3	Puzzle	January
Rayman 2	Platform	February
Paperboy 64	Driving	February
Fifa '99	Soccer	February
Quake 2	3D Shooter	February
Knife Edge	3D Shooter	February
Donkey Kong Country 64	2D platform	March
Superman 64	3D Action	March

TITLE:	PUBLISHER	DATE
1080 Snowboarding 2	Nintendo	Driving
4x4 Mud Monsters	(Take 2/GOD/Edge of Reality/Terminal Reality)	Driving
Acclaim Sports Soccer	(Acclaim/Probe)	Soccer
Aces of the UN	(Video Systems USA/Paradigm)	Flight sim
Air Racer	(SCGT)	Driving
All Star Baseball 2000	(Iguana)	Baseball
All-Star Tennis '99	(Ubi Soft/Smart Dog)	Tennis
Army Men 3D	(3DO)	Strategy
Asteroids 64	(Crave/Activision)	3D Shooter
Attack!	(DMA Design)	3D Shooting
Banjo-Toole	(Rare)	3D Platform
Battlesport II	(Cyclone studios)	Fighting/sports
Battletanx	(3DO)	3D Shooting
Battlezone 64	(Crave/Activision)	3D Shooter
Bio Tetris	(Amtek)	Puzzle
Blades of Steel '98	(Konami/KCEO)	3D Fighting
Blues Brothers 2000	(Titus)	Action
Bottom of the Ninth '98	(Konami)	Baseball
Caesar's Palace	(Crave/Lobotomy)	Gambling
California Speed	(Midway)	Driving
Carmageddon 64	(Stainless)	DrivingAction
Castlevania 3D	(Konami)	3D Platform
Charlie's Blast Challenge	(Kemco)	Unknown
Choro Q	(Takara)	Driving
Contra Spirits 64	(Konami)	3D Shooter
Command and Conquer 3D	(Westwood Studios)	Real Time Strategy
Daikatana	(Ion Storm)	RPG/shooter
Deadly Arts	(Konami)	3D Fighter
Deer Hunter 64	(Microwares)	3D Shooter
Destreger	(Koei)	Unknown
Destruction Derby 64	(Psygnosis)	Driving
DethCarz	(GT Interactive/Beam)	Driving
Dezaemon 3D	(Athena)	Shoot 'em up construction kit!
Dragon Storm	(MGM/Interactive Studios)	RPG
Duck Dodgers in the 3rd 1/2 Dementia	(Infogrames/Paradigm)	3D Platform
Duke Nukem: Zero Hour	(GT Interactive/Eurocom)	3D shooter
Emperor of the Jungle	(Nintendo)	3D Platform
Exhumed 64	(Crave/Lobotomy)	3D shooter
Extreme-G 2	(Acclaim/Probe)	Driving
Egypte	2D platform	December
F1 Driving '98	(Ubi Soft)	Driving
F-18 Super Hornet	(Titus)	Flight Sim
First Samurai 64	(Unknown)	3D Platform
Flying Dragon	(Natsume/Culture Brain)	Fighting
Fox Sports College Hoops '99	(Fox Sports/Z-Axis)	Basketball
F-Zero X Expansion Set	(Nintendo) 64DD	Driving
Gauntlet 64	(Midway/Atari)	Arcade action
Ghouls'n Ghosts 64	(Capcom)	3D Platform
Glover	(Hasbro/Interactive Studios)	3D Platform
Gold Nugget 64	(Electronic Arts)	Simulation
Groundwave	(Cyclone Studios)	Unknown
GT Racing	(Midway/Boss Game Studios)	Driving
GT World Tour	(Midway/Boss Game Studios)	Driving
Harrier 2000	(Video Systems USA/Paradigm)	Flight Sim
Harvest Moon 64	(Natsume)	Adventure
Hercules: Legendary Journeys	(Titus)	3D Platform
Hybrid Heaven	(Konami)	3D Platform
Hype - A Time Quest	(Ubisoft/Playmobil)	RPG
In-Fisherman Bass Hunter 64	(Take 2)	Fishing
Jeff Gordon Racing	(ASC Games)	Driving
Jest	(Ocean/Curved Logic)	3D Platform
Jet Force Gemini	(Rare)	3D Platform
Jungle Bots	(Titus/Conceptual Realities)	3D Platform
Kemco Racer	(Microwares/Kemco)	Driving

TITLE:	PUBLISHER	CATEGORY
Kirby 64	(Nintendo)	3D Platform
LastLegion UX	(Mindscape/Hudson)	Mech Fighting
Legend of the River King 64	(Natsume/Pack-In)	Fishing RPG
Lego Racers	(Lego Media/High Voltage)	Driving
Lode Runner 64	(Big Bang)	3D Platform
Looney Tunes: Space Race	(Ocean/Infogrames)	Arcade cartoon action
Magic the Gathering: Armageddon	(Acclaim)	RPG
Mario 64 2	(Nintendo) 64DD	3D Platform
Mario Artist: Picture Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Polygon Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Sound Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Talent Maker	(Nintendo) 64DD	Art Programme
Mega Man 64	(Capcom)	3D Platform
Michael Owen's World Soccer '99	(Eidos)	Soccer
Micro Machines V3	(Midway/Codemasters)	Driving
Milo's Bowl-a-rama	(Crave/Player 1)	Unknown
Mission Impossible 2	(Infogrames)	3D Shooter
Monaco Grand Prix	(Ubisoft)	Driving
Montezuma's Return	(Utopia)	3D Platform
NBA Fastbreak 64	(Midway)	Basketball
NBA In the Zone '99	(Konami)	Basketball
NBA Live '99	(EA Sports)	Basketball
Need for Speed 64	(EA/Paradigm)	Driving
NFL Madden '99	(EA Sports)	American Football
NHL '99	(EA Sports)	Hockey
NHRA Drag Racing	(Gremlin)	Racing
Nightmare Creatures	(Activision/Kalisto)	3D Platform
Nomen Quest	(THQ)	RPG
Nuclear Strike	(THQ/DT Productions)	Arcade flight action
ODT	(Psygnosis)	3D Shooter
Off-Road Challenge	(Midway)	Driving
Perfect Dark	(Nintendo/Rare)	3D Shooter
Pocket Monster snap	(Nintendo) 64DD	Pictures etc.
Powerslide	(Emergent)	Driving
Project Cairo	(Crave Entertainment) 64DD	Unknown
Quest for Camelot	(Titus)	RPG
Rakuga Kids	(Konami)	3D Fighting
Rat Attack	(Mindscape/Pure)	Cartoon arcade adventure
Rev Limit	(Seta)	Driving
Re-Volt	(Acclaim/Probe)	Driving
Road Rash 64	(THQ/DT Productions)	Driving/Action
Robotech: Crystal Dreams	(Gametek)	Mech fighting
Ronaldo Soccer	(Ocean)	Soccer
Rugrats	(THQ)	3D Platform
Rush 2: Extreme Driving	(Midway/Atari Games)	Driving
Shadowgate - Trial of the Four Towers	(Kemco)	Unknown
Shadow Man	(Acclaim/Iguana UK)	3D Platform/3D shooter
Sim City 64	(Nintendo) 64DD	City construction sim
SimCopter 64	(Maxis)	Flight sim
Smurfs 64	(Infogrames)	3D Platform
Snowboard Kids 2	(Atlus Software)	Snowboarding
Snowspeeder	(Imagineer)	Driving
Soccer 64	(Hudson)	Soccer
Soccer	(Acclaim)	Soccer
Space Circus	(Ocean/Infogrames)	3D Platform
Space Station: Silicon Valley	(Take-Two/DMA Design)	3D Platform/Puzzle
Space Bunnies Must Die	(Take 2/Ripcord)	3D Platform
Spooky	(ICE)	3D Platform
StarCraft	(Nintendo/Blizzard)	2D Strategy
Star Soldier - Vanishing Earth	(Hudson)	2D shoot 'em up
Star Wars Prequel Game	(LucasArts)	Unknown
Streetfighter 64	(Capcom)	Fighting
Super Mario 64 2	(Nintendo)	3D Platform
Super Mario RPG 2	(Nintendo)	RPG
Super Robot Battle	(Bandai/Banpresto)	3D Mech/Fighting
Super Robot Spirits	(Banpresto)	3D Mech/Fighting
Survivor: Day One	(Konami)	Unknown
Tasmanian Express	(Infogrames/Zed Two)	Unknown
Tetris 64	(Nintendo/Blue Planet)	Puzzle
The Sequel to F1 Racing Simulation	(Ubi Soft)	Driving
ToeJam & Earl 64	(TJ&E Productions)	3D Platform
Turrican 64	(Factor 5)	2D Platform
Twelve Tales: Conker 64	(Rare)	3D Platform
UEFA Soccer '98	(Ocean/Power & Magic)	Soccer
Ultra Descent	(Interplay)	Forsaken clone
Unreal	(GT Interactive)	3D shooter
Vigilante 8	(Activision)	Driving
VR 3000	(Ubi Soft/Vivid Image)	Driving
VR Pool 64	(Crave Entertainment)	3D Pool
Waialae Country Club True Golf Classics	(Nintendo/T&E Soft)	Golf
WCW Nitro	(THQ/Inland Productions)	Wrestling
Wild Metal Country	(DMA Design)	3D Tank game
Winback	(Koei)	3D Shooter
WipeOut 64	(Psygnosis)	Driving
World Grand Prix	(Video System/Paradigm)	Driving
WWF Warzone 2	(Acclaim)	Wrestling
Xena: Warrior Princess	(Titus)	3D Platform



This month the N64 Gamer crew babble on about their favourite foods...

Steve "Cosmopolitan" O'Leary — EDITOR

I've always said that variety is the spice of life, so I've listed a few of my favourite foods: warm tuna milkshake, spice cake with chicken lard, peanut butter and mayonnaise sandwich, orange marmalade on a slice of spam, cottage cheese in tomato soup, asparagus with lime jelly covered with skim milk and sprinkled with chili powder, and my favourite - a roast beef sandwich served in an ashtray!

Favourite games: Turok 2, WCW Revenge and 1080 Snowboarding

Robert "Wild Willie" Garcia — WRITER

Haggis. There's nothing like a nice, ice cold slice of Haggis after one of my all night MK4 gaming sessions. My great aunt Helga gave me the following recipe: mix up a dish consisting of the heart, lungs and the liver of sheep, minced with suet and oatmeal and seasoned with rock salt, pepper and onions. Wrap all that up in the lining of a sheep's stomach and boil it for a few hours. Remove, then chill in the fridge and serve. If you're really hungry you can have a nice, large glass of pigs blood with it. Yum!

Favourite games: MK4 and Rush 2!

Hugh "Use the fist, Luke" Norton-Smith — WRITER

What can I say? Call me "Mr Unadventurous" but I'm completely addicted to plain-old pizza. Nothing beats a margherita polished off with some coke. Being the raving videogame fanatic that I am, there is no time for anything but junk between bouts of wasting Steve in Turok 2 and thrashing Narayan in Goldeneye. Food though, is just a source of fuel to keep the body moving so it can continue the gaming cycle. Food does not concern a Jedi master like myself!

Favourite games: Turok 2 and Zelda 64.

Narayan "Cheesy Poof" Pattison — DEPUTY EDITOR

After religiously watching South Park for the last few months, I've developed an addiction to Cheesy Poofs. It hasn't deterred me at all that there aren't any on sale. I've made up my own Cheesy Poofs boxes that I fill with Cheezels and scoff as I sit back and cack my head off at Cartman and the gang. Yeah, I want more Cheesy Poofs! Beefcake! Beefcake!

I'd have to agree with Troy about pizza being the food of the gods. I often find myself devouring an entire Hawaiian pizza during our gaming nights. Plus, you can't count yourself as a real Goldeneye master until you've won a deathmatch 10-NIL eating pizza with one hand and playing with the other.

Favourite games: Turok 2, Zelda and Goldeneye

Troy "No Anchovies" Gorman — WRITER

Pizza is the best food ever invented! It's always only a phone call away. So when we're pulling a videogame all-nighter we don't ever have to lift our arses off the couch. Pizza, with a side-dish of Diet Coke, has all the nutrients required for a gruelling 14-hour gaming marathon. Just think of it - pizza has all the nutritional food groups it it. Cheese, fat, ham, fat, cabanossi, fat, mushroom, fat, anchovies, fat, capsicum, fat and last but not least, fat.

Favourite games: Turok 2, WCW Revenge and Goldeneye

Sarah "mmmm" Bryant — ART DIRECTOR

I love duck, especially when it's served Peking-style wrapped in pancakes. I will also eat anything sweet, so feel free to send in boxes of chocolates, lamington cakes or donuts.

Favourite game: Mastermind.

Turok2

Narayan wipes the drool from his mouth and checks out the hottest game of the year!



Whoever owns this eye would make Godzilla look small

This year has seen some great things but you can't help wondering where the absolutely killer games have been hiding. You know the sort of games that have you glued to the screen 'till the early hours of the morning and then wandering around in a daze at school as you try to figure out how to beat the next level. The games that you play so much you end up getting \$500 dollars worth of value out of them and spend the rest of the year dreaming about the sequel. Well, finally, after all the waiting, the game of the year has arrived and it's everything you could hope for.

I can't believe my eyes

As soon as Turok 2 loads up you'll be utterly amazed by the graphics. They are so far ahead of anything we've previously seen on any console that you'll think you're looking at a new machine. Even running in low resolution the game looks much better than any other N64 game. The 32 MB cartridge (4 times the size of Turok) allows the game to use textures that are much richer and more detailed than anything we've ever seen. The main problem with the graphics in Turok was that not only were the textures used repetitively over all the levels, but they only used a small amount of detail. This meant



The lizard from the first Turok is back, but this time he's pissed - real bad - and is packin' guns to pop a cap in your ass.

that when you walked right up to a wall the textures looked quite blurry and distorted as well. Now, no matter how close you get to a texture, it always looks detailed and remains crystal clear. The extra size of the cartridge also allows the game to use a huge variety of textures. Every one of the six levels has an entirely new theme to it and each level is even broken up into different environments all with unique textures. Walk down a corridor and continually see the same textures over and over - no sir, you won't be experiencing any deja vu in this game.

Another reason the graphics look incredible is the realistic lighting that is evident in the game. Burning torchlights cast appropriate shadows across the rooms and the dimly lit corridors are illuminated by the flash of your weapons. The weapons also use coloured lighting, just like the lighting seen in Forsaken. Squeeze the trigger on the flamethrower and the room will be instantly doused in a bright orange glow, fire off some rounds from the firestorm cannon down a narrow corridor and blue light will illuminate the corridor's walls as the laser bolts scream down the corridor. There's even a flare gun that emits a radiant green light which is perfect for lighting up dark rooms, allowing you to find hidden objects. However, Plug in the 4 MB expansion pack to boost the game into its high resolution mode and your jaw will really hit the ground. The higher resolution just makes everything look so clear and beautiful. You feel like some half blind man who's finally remembered to put his glasses on. There's not a hint of any of the blurred and distorted graphics that you often see in the N64's low resolutions. Taking out enemies far off in the distance is no longer a case of pointing your gun at a mess of blurry pixels. Now, no matter how far away an enemy is, you can make them out clearly so that you can always go for that perfect head shot.

It's obvious that a great deal of effort has been spent on the enemies themselves. Iguana have animated the dinosaurs with the same attention to detail that we've seen in Rare's Goldeneye. Shoot them in the arm and they'll clutch it and growl in pain. Shoot them in the head and the dinosaur's body will crumple lifelessly to the ground. However, Turok 2 goes one step further than Goldeneye. If you use a powerful weapon, like the magnum or the shotgun, then you can actually blow the animal's arms and head clean off. My favourite are the raptors. If



The Tek bow allows you to zoom right in and plant an arrow in this guy's head before he can even see you!



Like the original Turok, the weapon effects look insane

It's not uncommon to see your enemy get blown to bits



The dinosaur models are greatly improved over Turok 1.

And they move with incredibly lifelike animations.

MULTIPLAYER MADNESS



In high resolution mode the multiplay games look absolutely stunning. You can see much more of the action as well



You can even play as a dinosaur in 4 player mode!

Notch up another one for the cerebral bore!



As a multiplayer game, Turok 2 leaves Goldeneye for dead. Who'd ever thought that Goldeneye would be toppled so soon.



you blow their heads off, they continue to stumble around for a while like a headless chicken - blood gushes out continually and you can even see a bit of spinal cord sticking out of their neck. It's grisly stuff but I'm sure you'll love it.

Another amazing part of the game is the extensive cut-scenes used throughout the game to link the levels and explain the storyline. They're all presented in the wide-screen cinema format and they look simply astonishing. They use a lot of swooping camera angles that fly over the environments, really allowing you to appreciate the game's amazing landscapes. One particularly impressive scene occurs when you tackle the level 5 boss. You get dropped into this enormous pit that looks like it's been inspired by the Rancor pit in Return of the Jedi. However, the monster who greets you would scare the crap out of the Rancor. He's literally the size of an office block, with tentacle arms that he tries to skewer Turok on. Believe me - one look at him and you'll wonder how you'll ever beat the mongrel.

After the amazing weapons in the first game, we've all been eagerly awaiting our chance to get to grips with Turok 2's arsenal. The good news is that Iguana have managed to improve upon Turok's weapons in every way.

The special effects for the weapons are now absolutely staggering. The plasma rifle, for example, leaves a burning trail of plasma that glows for a second then fades into mist. The most impressive weapon effect comes from the flamethrower. Instead of using a bunch of crappy sprites to draw the flames, Turok 2 uses a well animated 3D engine to create super smooth fire that reacts realistically. It even lights up the environment as you move the fire around and when you toast a dinosaur it runs around screaming with flames leaping and flickering off its body. However, the



Ok lard boy. Where do ya want it? Head or gut?

emphasis has moved away from amazing pyrotechnics in *Turok 2*. The weapons in the sequel are more about inflicting brutal damage on your enemies. The Cerebral Bore for example, will have you laughing your arse off as you watch the dinosaur's body spasm about the place while his brain is sucked out of his forehead. Using the bow on enemies also looks great. You can fire a whole bunch of arrows into them and they'll still attack you, even with six arrows sticking out of their bodies. It's great fun being able to fire a heap of arrows into a dinosaur, watch him thrash around for a while in agony and then walk up and collect your arrows from the dead body. You can count on this game indulging all of your violent tendencies. Once an enemy is lying dead on the ground you can even walk up and shoot the corpse to see blood continually spray out of the body and splatter against the walls. The dinosaurs are not without their own tricks though. Some of them have control panels on their arm that they can use to cloak themselves by turning invisible. I couldn't believe my eyes the first time I saw one of them hit a few buttons, wave goodbye like a smart arse and then fade away so that you could only just make out his transparent outline.

It's bigger than Ben Hur

'Huge' is the one word that comes to mind when you think about the gameplay for *Turok 2*. If you thought that the original *Turok* was big, you



Although still present, the fog has been pushed back further than *Turok 1*, allowing you to see some awesome scenery

haven't seen anything yet. Just getting through the first level involves more play time than completing half of the original game. A lot of this is due to the new style of gameplay that challenges the player with a host of objectives to make the levels much more interesting. In the first level, for example, you have to locate some power cells to activate distress beacons and discover the location of captured civilians so that you can rescue them. Later on in the game you will have to complete other tasks like sealing lava vents that lead to an underground society so that you can protect the surface from the terrible monsters. *Turok 2* is also filled with plenty of tricky sections, like one part of the second level where you come across a huge canyon. There is no way that you can get across because the bridge is not raised. However, if you look carefully you'll notice that there is a switch on the other side of the canyon that you



The variety and detail of the monsters will amaze you

can trigger with an arrow to raise the bridge. Little objectives like this make the levels more challenging and involve you in the experience of the game much more than other first person shooters where all you have to do is mindlessly slaughter your way to an exit. It's also good to see an impressive return of bosses in first person shooters. *Goldeneye* showed us that these games can be great without end of level bosses, but once you've seen some of the ones in *Turok 2*, you'll realise just how amazing they, and 3D graphics, can be. One boss, for example, involves you going inside the lair of an absolutely immense monster. His eye alone is about five times as big as you. You'll have to fight little parasites which protect the monster, while trying to fend off its tentacles and take pot shots at its vulnerable eye. It really is an amazing scene that makes you appreciate the scale of some of these beasts.

Perhaps the biggest improvement in the gameplay is in the enemies' intelligence. In general, they are much more cunning than the ene-

STEALTH MODE

Obviously borrowing ideas from the movie, *Predator*, some enemies have the ability to vanish at will. After pressing a few buttons on his wrist communicator, the dinosaur cheekily waves goodbye



and then disappears in front of you. You can see his vague outline, but he's much harder to kill.

WEAPONS



Blackhole Weapon

This is the ultimate in destructive weaponry. It harnesses the power of a star going supernova to totally obliterate anything that moves. All that will be left is the charred remains of your foes which you can then shatter for fun.



Bow and Tek Bow

The regular bow and arrows aren't very powerful but it sure looks cool to watch the dinosaurs running around with arrows sticking out of their heads. The Tek Bow also has a cool sniper feature that lets you zoom right in on enemies.



Cerebral Bore

This very nasty weapon fires out a little probe that seeks out brain-wave activity. Once it finds some it attaches itself to the enemy's head and starts drilling into their brain and after it's finished an explosive charge blows their head clean off.



Chargedart Rifle

If you've ever seen someone use a taser in the movies you'll know what to expect. This weapon fires out a powerful electric charge that freezes an enemy in his tracks. Then as he's frozen, you can go up and blow him away at your leisure.



Firestorm Cannon

This weapon is like a futuristic version of the classic chaingun. It has four rotating barrels that fire out burning plasma. This weapon is highly effective and it looks great in action thanks to the amazing lighting effects.



Flamethrower

It's not hard to figure out what this weapon does but you have to see it in action to really appreciate it. The animation and lighting effects used to create the fire are brilliant and you can't help but laugh at the enemies as they run around flaming.



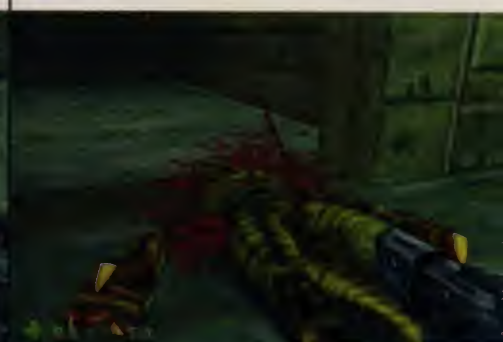
Flare Gun

This isn't exactly the sort of weapon you'd want to go up against tough dinosaurs with since it does no damage but it's great for dark areas. Fire a flare and it will attach itself to any surface and illuminate the whole room in a bright green glow. Excellent for lighting areas.



Grenade Launcher

You'll have to practice to use the grenade launcher effectively. It's perfect for lobbing around corners to get any sneaky enemies but the 3 second delay on the detonation of the grenades means it's not great in the heat of battle.



Magnum

This is one of my personal favourites. Each time you squeeze the trigger the magnum fires off three bullets in a quick burst, just like the gun Robocop used. The gun is also very powerful and easily removes the heads and arms of its victims. Lovely stuff!



WEAPONS



Mine Layer

This has to be the most wicked weapon in the game. It drops little proximity fragmentation mines. When anything walks past, it explodes and sends shrapnel in every direction that cuts the dinosaur's legs clean off.



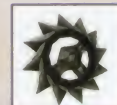
Plasma Rifle

This weapon is one of the most visually impressive in the game. It fires a solid beam of plasma that explodes on contact and leaves a glowing trail of green fire. Like the Tek Bow, this rifle has a powerful zoom feature for sniper shots.



Razor Wind

You'll never look at frisbees the same way again after you see this weapon. It's a razor sharp disc with rotating blades that returns after each throw like a boomerang. Throw this at an enemy and it will slice their heads and arms off with ease.



Scorpion

If anything survives this weapon then you better give up and start running. It fires three separate missiles that all lock onto the target. The first missile blows them into the air and the second two blow the corpse to pieces.



Shotgun

No first person shooter would be complete without a shotgun and Turok's is the best. The sound effect for this weapon is the meatiest and hitting anything in close quarters makes a bloody mess - get the explosive shells for real fun.



Shrapnel Cannon

This weapon uses the same ammunition as the shotgun but it charges it with energy. The standard version of the gun fires out multiple bullets that ricochet in all directions but the explosive shells turn it into a single, powerful blast.



Speargun and Torpedo

When you're under water, none of your regular weapons work so try to find one of these to defend yourself when swimming. The speargun fires out metal spears that stick into your enemies and the torpedo has two barrels that fire out little explosives.



Sunfire Pod

This is not a weapon itself but it's very effective when you're facing multiple enemies. Throw it onto the ground and it sends out a high powered flash of light that blinds anyone nearby. Then you can take them out easily while they stumble around.



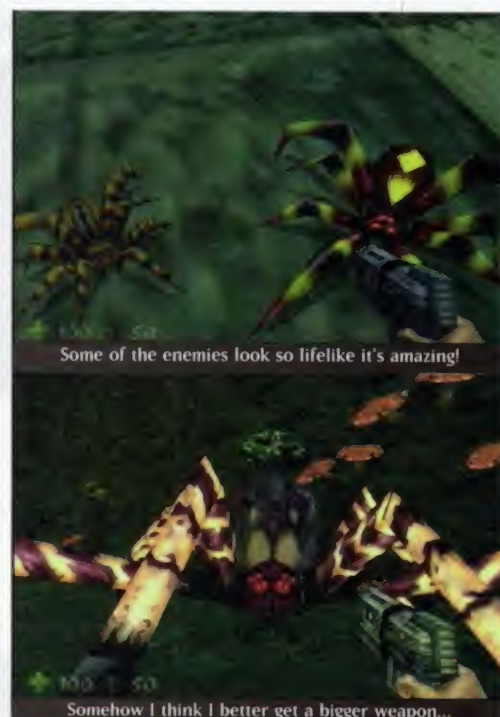
Talons and Warblade

The Talons are two razor-sharp blades strapped to Turok's fist. The Warblade is the powered up version which has single blade that's longer and more powerful. You have to get close but you can tear an enemy to shreds in seconds.





Man, that's got to hurt! He's not going to become a daddy anytime soon, that's for sure!



Some of the enemies look so lifelike it's amazing!

Somehow I think I better get a bigger weapon...

mies in any other game to date. They will not continue to attack you if they are losing the fight - they will turn tail and run so that you have to chase after them and hunt them down. Enemies also use things like boxes as cover to hide from you. If you try to circle around behind them they will also circle around so that they always stay on the opposite side of the box to you. The only way you can take them out is to cap them in the head when they pop up to shoot at you. Other enemies use camouflage to hide from you. For example, in the swamp levels you will come across an innocent looking plant in the mud. However, once you approach it you will unfortunately discover that the plant is really the feelers of a huge worm-like monster that raises out of the mud and tries to swallow you whole. Other monsters are extremely persistent. The zombies in the graveyards, for example, continue to crawl towards you even after you've already blown their legs off. Another amusing feature is the way that the dinosaurs will attack each other if they're provoked. If you manage to alert a couple of monsters, then escape, you can sit and watch from safety as they tear the crap out of each other.

Turok 2 really encourages exploration by hiding many power-ups across the environments. Often you'll notice a cracked section of the wall that you can break open to reveal new sections filled with goodies. The game also scatters several keys across the levels that you must seek out and collect so that you can gain access to new areas.

The new weapons in Turok 2 allow for a lot more strategy to be employed. You can lay these really nasty Proximity Fragmentation Mines in specific spots then alert the enemy so that they chase you and run over the mine. This neatly

blows their legs clean off, and you can then laugh at them as

they writhe around on the ground bleeding profusely. The game also includes two weapons with sniper capabilities so that you can zoom in for those long-distance kills. Nothing is more satisfying than picking off a dinosaur from a few hundred metres away as he patrols the area completely unaware of your presence.

After the immense popularity of Goldeneye's multiplayer deathmatch mode, it was pretty obvi-

ous that Iguana would include the option in Turok 2. Thankfully, though, the deathmatch in Turok 2 is anything but a pale imitation of Goldeneye's. Thanks to the high resolution, each one of the four players can now appreciate as much detail as a normal full-screen display. This makes four player deathmatches much more playable than Goldeneye's. Turok 2's weapons are also well suited to multiplayer deathmatches. I can't describe how much fun it is to hit someone with a Cerebral Bore and then finish them off with a head-shot as

GORE/DEATHS

To say that Turok 2 is a bloody game would certainly be an understatement.. You can blast enemies' heads off, and their arms and legs. You can also blow huge holes in the really big guys



as well. Blood splatters on walls, and it oozes out of a dead body as it twitches on the floor.



Enemies also have excellent death animations that have them stumbling around head or armless!



Do you think I could put any more arrows into this guy?



This guy is the boss. He has a big brain. He died quite well.



The game's bosses are absolutely huge and amazing!

they stagger around spilling their brains onto the ground. The game also provides players with a great variety of multiplayer levels that will take you ages to master. An interesting addition to Turok 2's multiplayer deathmatches is the ability to play a 'tag' match. In this mode one player is chosen to be a defenceless little monkey who has to try to make it to one of the safe spots. If he makes it the computer will randomly choose another 'it' from the remaining three players. This mode is heaps of fun as you watch one of your mates madly try to evade everyone's attacks.

It's surround sound, baby!

Like all other first-person shooters, the most important aspect of Turok 2's sound is its weapon effects. Well, hook this game up to a stereo and it will blow you away. Sound effects, like the blast from the shotgun, are so meaty that you'll have the cops around to your place wondering who's been killed. The sound effects for the environments are also highly detailed and add a lot to the game's atmosphere. All the sound effects are directional so that if you are walking past a waterfall on your left, then you'll hear it crashing away in your left speaker but turn around and the sound will shift between speakers to create a surround sound effect. Fires crackle as you walk past them and monster's footsteps can be heard as they approach you. It all creates a very rich atmosphere. The music in Turok 2 maintains the same high quality. Iguana have made good use of the extra memory to create a range of music that uses its dark and moody sounds to suit the style of the game perfectly.



Turok - sensitive new age guy? we at N64 Gamer think so.

Turok 2 really is a masterpiece. Other games may have claimed to have been second generation software but Turok 2 is the first game to really live up to the claim. Iguana have combined the extra power of the 4MB expansion pak with their own considerable programming talents to create easily the most amazing graphics ever seen on a games machine. The problem with most games that feature revolutionary graphics is that they tend to forget about the gameplay so that the game quickly becomes a hollow experience. Luckily though, Iguana back up Turok 2's stunning visuals with a very absorbing and enjoyable game which draws the player into its world. Turok 2 has everything you could ask for: it's got a challenging and exciting single player adventure packed full of secrets that will keep you interested for months, it's got gob-smacking graphics that will constantly amaze you and it's got a highly entertaining multiplayer deathmatch mode to provide you and your friends with limitless fun. If you only believe one thing I say this year, then believe that Turok 2 is an absolutely incredible game that simply demands purchase. I don't care how you do it but make sure you get this game.

WHY NOT 10 OUT OF 10?

Given the huge advances that Turok 2 has made to the genre, and how far it stands above other games on the N64, I guess you're wondering why it didn't get ten out of ten? Well, although the game beats Goldeneye in most respects, it still lacks the atmosphere (namely the stealth aspect of having to hide in the missions) that Goldeneye has, and also that the game can be a little dark in some areas. Believe us, we thought long and hard before we awarded Turok 2 a 9.5 score, and it just didn't sit right with us to say that the game was 'as good as it could get'. Still, as mentioned, the Turok 2 is definitely the game of the year, and we say that after seeing Zelda 64. Go out and buy it for Christmas or we'll get Robert to start up his Sphinxer Bore (...don't ask.) and come around as use it one ya! -Steve



THUMBS UP

- Stunning high resolution graphics will constantly amaze you
- Huge arsenal of weapons will satisfy even the most die-hard Rambo
- Cunning enemies, terrifying bosses and intelligent level layouts will challenge anyone
- Fantastic multiplayer deathmatch will ensure that this game is a favourite when your friends are around

THUMBS DOWN

- More objectives would have been even better



PUBLISHER: **ACCLAIM**
 DEVELOPER: **ACCLAIM**
 GENRE: **1ST PERSON SHOOTER**
 RELEASE: **EARLY DECEMBER**
 PRICE: **\$99.95**
 RATING: **G**
 PLAYERS: **1-4**
 RUMBLE PACK SUPPORT: **YES**
 SAVE GAME SUPPORT: **IN CART**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

9.5 | 10

SpaceStation: Silicon Valley



The chance to possess rats and chickens?
Jack Curtis couldn't resist



The Spacestation itself. All the trouble starts in here.

So, what's the story?

THE TWO HEROES of our adventure are a balding, mostly unattractive old geek named Dangerous Dan, and his robotic sidekick Evo. Their mission: to search out a 1000 year old space station that vanished into the outer regions of space and has recently reappeared. What's the dilemma you ask? Well, in the tradition of count-

WHEN STEVE first handed me the cart, I complained about having to review a crappy kids game and threatened to fire bomb his jalopy of a car on my way out. Still



Don't be fooled by the stupid sheep. He's very deadly!

cursing and muttering about wasting my time on such tripe, my gob was soon shut after just five minutes of playing the game. Two hours later, I still hadn't moved. Trying to categorise Space Station: Silicon Valley into a genre is not an easy task. If someone tried to explain to you that the main purpose of the game was to inhabit the bodies of animals such as dogs, mice, penguins, rabbits etc. and explore free-roaming environments having to complete tasks such as herding sheep into a pen they would soon be talking to themselves. DMA's latest adventure for N64 is not your run of the mill Gex/Mario game, however, don't turn the page just yet.





The sheep takes a moment to reflect on life - then jumps



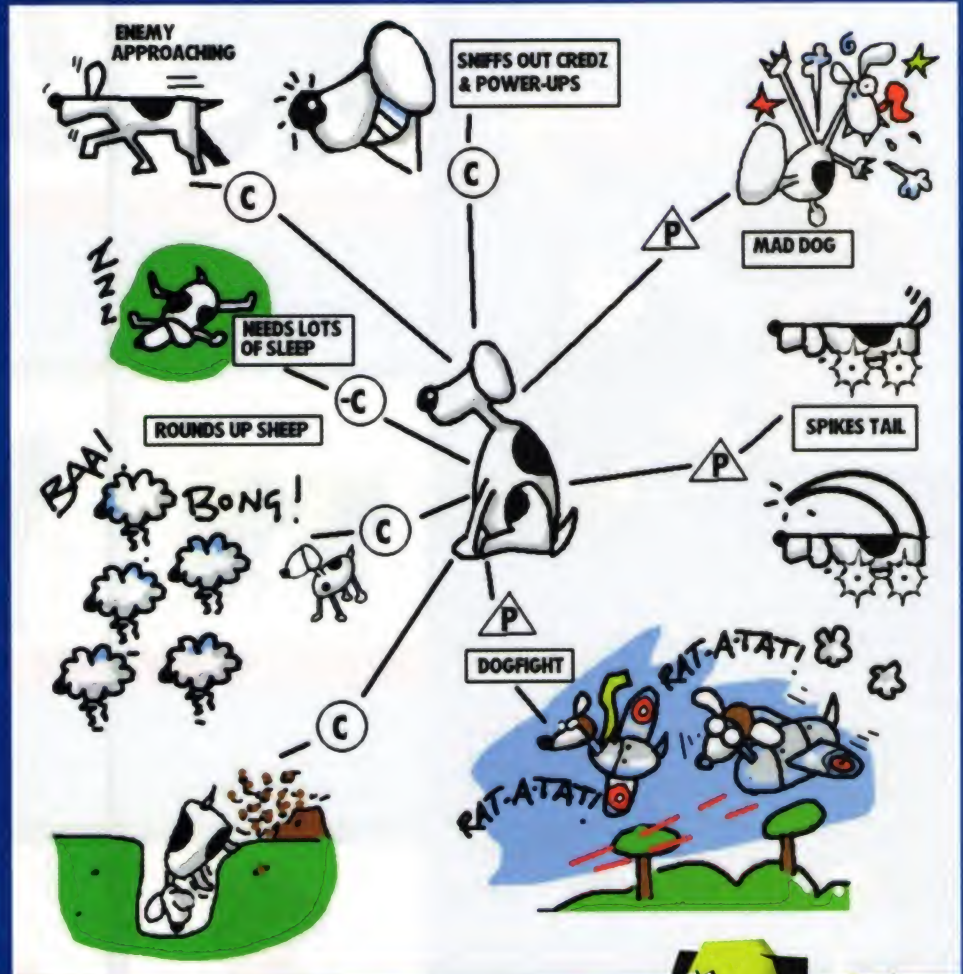
Beware of stupid, dumb, ugly, retarded, smelly, filthy dog



How 'bout we go out for a drink, sheep?

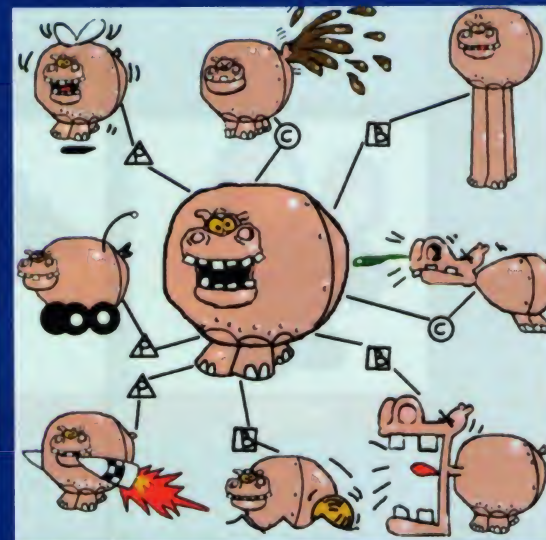
less movies about meteors colliding with earth, it just so happens that this space station is on a one-way route to your living room. Original? Not really, but who cares? The game's opening sequence starts with a newflash warning earth of its impending doom and then switches to following the journey of our two saviours as, without the aid of a street directory, they try to navigate their way to Silicon Valley. It proves to be rather comical, as they take wrong turns, argue over the distasteful elevator music in the ship, and as a consequence collide with a hurtling meteor. Coincidentally their ship plummets towards Silicon Valley. At this current moment down on the space station, two android animals: Roger the dog and Flossy the sheep, are expressing their undying love for one another and are on the point of consummating their romance. At this defining point in animalistic mating rituals, our heroes' ship unfortunately interrupts their little interlude and wipes the grass with Roger, killing him instantly. If it all wasn't so stupid it would be quite sad, but by this stage you're cackling at the goofy animation that involves Roger being spread like but-

ANIMAL MAGNETISM



There are over 40 different animals to control in Space Station Silicon Valley, and each animals has its own unique abilities, weaknesses and attacks. You start out the game with the basic sheep dog who isn't too fast on his feet, but has a bite that'll warn off any nasty attacking vermin. With the game taking place

in the future, you can expect to come across some hybrids that are part animal and part robot, with special weapons like guns and cannons. A mouse with a 20mm cannon mounted on its back? Nothing is out of the question in this game.



ANIMAL MAGNETISM



The key to taking over other animals is first knocking them out with one of your attacks and then hitting the right shift button to cause you, the micro chip, to jump onto them and use them as a host. You can only stay on the host for a short period of time, so you'll have to try to complete the mission's objectives as quickly as possible. You'll often need to change hosts quite a few times during each mission, as some tasks cannot be completed by the host you're currently on.

For example, the mouse is fast and can outrun larger animals, but in some missions you'll need to cross water, which the mouse cannot do, so you'll need to change hosts before you can get across any water sections. Likewise, the bear is strong and large and is needed to move large objects or even defeat other fearsome animals, so you can expect to do a fair amount of experimentation with the animals in this game.

With this in mind, Space Station Silicon Valley becomes a real challenge in the later levels as a great deal of time is spent just trying to work out which animals you need to occupy in order to accomplish certain tasks. Below are just a few of the animals you can expect to control in Space Station Silicon Valley.



APE

The gorilla is a huge animal, capable of lifting large objects. He is quite strong and can attack animals like Lions and Hyena's.



BEAR

Like the Gorilla, the bear is also very strong and can lift enormous objects. He uses his huge paws to claw at potential enemies.



CAMEL

The Camels only method of attack is spitting on his enemies, but he is useful for transportation over harsh surfaces like deserts



DOG

Your first host. Basic, ground walking moron who just has enough brainpower to get you a ride to your next animal host.



ELEPHANT

Can use its trunk to spray water on its enemies, but also has a nasty habit of crushing animals to death under its huge feet.



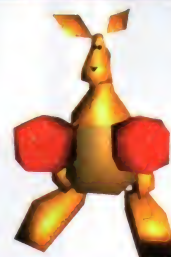
FISH

If there's any underwater sections to get to later in the game then the fish is your man...er, fish that is.



FOX

These buggers have a dash attack that propels them forward at high speed as well as a tail attack that is incredibly quick.



KANGAROO

The boxing Kangaroo is someone you'll never want to mess with. He can hop over large distances and packs a real mean punch.



LION

The Lion takes on anyone who gets in his way, with his jaws of steel putting quick ends to any losers who try to challenge him.



MOUSE

Mice are already fast little vermin, but this guy's even faster as he has two sets of wheels strapped to his body.



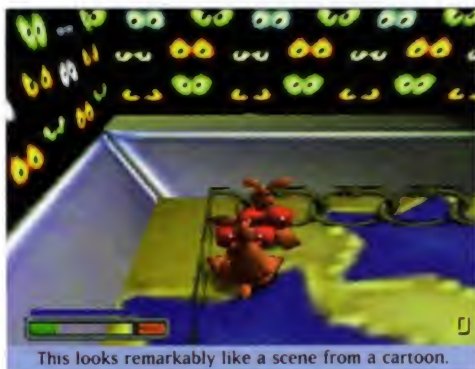
PARROT

The parrot is a nasty mongrel to say the least. He can divebomb any potential enemies and can fly to very high altitudes.



PIRANHA

These guys are feared across the world for good reason - they attack ferociously! In the water they are GOD! Steer clear of 'em



This looks remarkably like a scene from a cartoon.



Someone was stupid enough to create me with no arms.



My B, b, butt is ffozzennnn

ter. As Flossy is left with the bloody remnants of Roger, Evo has been ejected from his seat and sent soaring into the ceiling of the space station, where he shatters into a million irretrievable pieces. All that's left of Evo now is his microchip core, which falls back to the ground still intact. Now without his robotic shell, Evo's microchip must now find a host body in which it can exist - what better than the somewhat shabby corpse of Roger the dog? And so the adventure begins.

Another Mario clone?

THE ENVIRONMENT OF SILICON VALLEY is similar to that of Mario and Gex, however, that's where the similarities end. The game is split into four worlds: Europe, Desert, Arctic and Jungle, these consisting of 35 sub-levels. The player takes on the role of Evo's microchip throughout the duration of the game. Evo's microchip isn't tremendously useless by itself, yet can control the body of any dead animal. Despite its overall cartoonish, cutesy appearance, Silicon Valley

still contains many elements that will appeal to gamers of any age because of its many sadistic undertones. Each sub-level consists of a task or a series of tasks that must be fulfilled before the teleporter opens and you can transport yourself to the next level. The first stages are pretty straightforward, involving tasks such as picking up energy, herding sheep into a pen, and making carrots grow. However, you'll soon find that it becomes increasingly difficult, requiring some serious brainstorming to complete the latter levels. Silicon Valley takes the age-old concept of puzzle solving and packages it in a quirky, addictive, and fairly unusual style of play. The control method of Silicon Valley is user-friendly and simple to pick up. Each animal you inhabit has two standard moves, depending of course on the animal. For instance, a sheep can jump and "baaaa", a dog can jump and bite, and later in the game you'll have the chance to use walruses that fire missiles and penguins that throw snowballs. Every time you inhabit an animal you are shown a list of infor-

mation on its abilities and attributes. This includes things such as armour, water resistance, etc. There are also TV sets implanted in the walls in certain areas of the level that will bring up this list whenever you wish. The amount of animals at your disposal is overwhelming, continually sustaining the excitement of the game. Aside from the ones previously mentioned, others include: turbo-powered mice, cackling hyenas, rats that drop explosive crap, turtles that resemble army-tanks, rams with extendible horns.... the list goes on. Each animal has positive and negative attributes that keep the game from ever getting dull. Silicon Valley plays from a third-person perspective, however, you also have the ability to slip into a first-person perspective to look around, or change your position for a well-timed jump. Many free-roaming games suffer from bad camera angles, yet Silicon Valley's are spot on with none of those losing your character behind a tree annoyances. This game takes gameplay to a new level, it's addictive, challenging and consistently fun. Your first instinct will be to give it to your eight-year old brother, and then after watching him play it for a while, your second instinct will be to either fight him for it or steal it back when he goes to sleep (it's really that absorbing).

Graphics in Silicon Valley are not earth shattering, but that's not the appeal of the game lies. This does not detract from the game in any way, as the simple and often



With over 40 animals to control, Spacestation has a great deal of playability and long-term interest in the game.



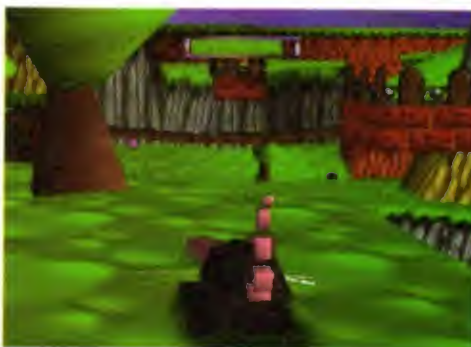


Hey squirrel! you're outta your league messin' with us camel boys in the desert hood, cuz!

humorous environments and characters serve the game well. Landscape is smooth, and the gratuitous N64 fogging techniques have been reduced to a minimum. It does contain some polished touches though, with impressive water effects and some bare real-time lighting effects. Although Silicon Valley is not a graphical masterpiece, you won't be complaining. Any visual insufficiencies when compared to the likes of Banjo-Kazooie are soon forgotten when you become immersed in the regular amounts of comical animation.

The sound can be first interpreted as annoying elevator/underground-parking tunes borrowed from your nearest shopping complex, as you begin to cringe again at the N64's inability to muster decent music. However, once inside the game it proves to be really fitting and soon becomes addictive and enjoyable. The music is played in Silicon Valley by speakers that are placed randomly throughout the levels. When you approach the speakers, the music becomes louder lending credibility to the idea of a computer-generated space station - very nifty. If the tunes do start to get on your nerves, this can be easily fixed by blowing up the speakers (the freedom of choice). Sound effects such as the animals' voices and other associated noises are apt and seriously entertaining. Those with serious toilet-humour problems will find themselves listening to the rat fart over and over, until your Mum comes in and switches off the tele in disgust. The sound in Silicon Valley is not going to feature on the Top of the Pops anytime in the near future, however, like the graphics, it fits the game well and is very amusing.

What can I say? I was wrong. Silicon Valley is definitely a winner. Taking a novel approach to puzzle solving, the game is amusing, fun, easy to play and thoroughly addictive. Looks can be very deceiving and with this one, don't judge it by the shonkster box it will undoubtedly come in. I have no reservations in recommending this game to anyone of all ages, give it five minutes, and like me, you'll be a convert. As for Steve's car, well, I only let the tyres down; there are only three of them anyway.



Not your average rat, this boy can eat cats whole...



Heellppp! I gotta get out of this body. NOW!!!

SECOND OPINION

Older gamers, like myself, may be familiar with a Commodore 64 game called Paradroid that has basically the same ideas seen in this game: the opportunity to take over other creatures and use their abilities. DMA, though, have taken the idea quite a few steps further. What is an extremely enjoyable and addictive game is covered with a very polished and visually pleasing graphic engine which makes Space Station Silicon Valley the best kept secret of 1998. The game is an absolute gem, and is highly recommended, except for one small point: it's quite hard at certain points. With that in mind, if you love a challenge you'll be hard pressed to get anything better for Chrissy this year. -Steve

THUMBS UP



- Old school fun done with a really novel approach
- Every element of the game ties in perfectly
- Challenging for everybody

THUMBS DOWN



- May become too challenging a little too soon for younger gamers

PUBLISHER: **DIRECTSOFT**

DEVELOPER: **DMA**

GENRE: **3D PLATFORM**

RELEASE: **NOW**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

9 | **10**



STATION SILICON VALLEY

coming soon
for Gameboy

It was towards the end of the year 3000
that the Space Station Silicon Valley wandered back into the solar system. The
Silicon Valley project had been mankind's first attempt to produce intelligent, self replicating, evolving machines.
Too dangerous to be conducted on Earth, huge orbiting Space Stations were created to house
fabulously expensive new technology needed to grow robots. The flagship was named 'Silicon Valley'.

It was built in the year 2001 and, seven minutes after being launched, it vanished...



Download the V.I.P. 1.0.1 Beta ROM Workshop NOW!!
For more info, visit our site: <http://www.directsoft.com.au>
E-mail: info@directsoft.com.au

WCW NWO: Revenge

Being the office meat-axe, Troy Gorman tore off his shirt and flexed his pecs.



WCW returns for another shot at the wrestling title. Does it have what it takes to get a 3 count win - Well, yes and no...



Just some of the goons you have to deal with in Starshot

game I know of in which the crowd is actually made up of individuals rather than a blurry mass of textures. Each spectator looks like a cardboard cut out, with two frames of animation, but this

looks better and adds to the

atmosphere more than the

grey sludge seen in the

last two N64 wrestling

games. This is the first

game to include a ref-

eree as well. He only

appears as a cartoon

character in the corner

but it's a start. I live for

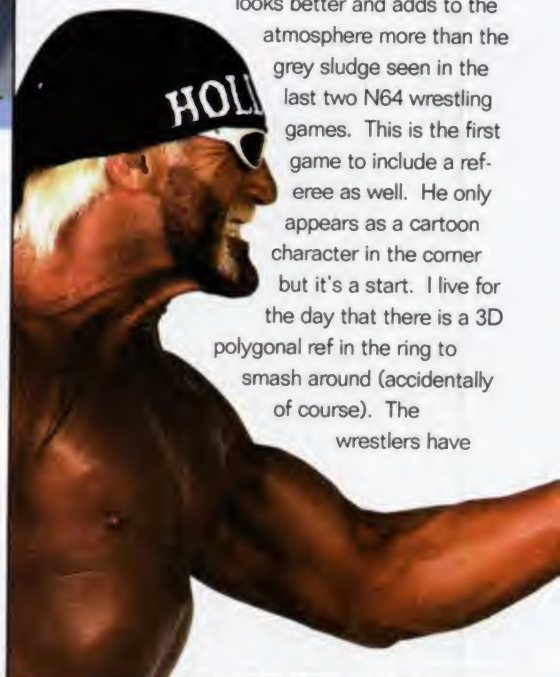
the day that there is a 3D

polygonal ref in the ring to

smash around (accidentally

of course). The

wrestlers have



The N64 already has the two best wrestling games available in WWF Warzone and WCW vs NWO: World Tour. This latest version from THQ inspired us all to try out our holds and throws around the office, to see who was lucky enough to review it. While Mithra pinned Narayan with a textbook shoulder charge/head butt/one leg hook, Robert ear-bit Steve into submission. I returned from lunch to witness the double TKO of Steve's over-the-shoulder PC lob and Mithra's fax machine cord strangle hold. I stepped over the bodies of my four battered colleagues to snatch the cart and high-tail it out of there.

Bring on the crowd

AS SOON AS THE N64 is powered up, the intro sequence starts with badly drawn animations of a semi trailer driving along at night. Fortunately it picks up with footage of wrestlers slamming, posing and strutting their stuff. Revenge has one of the best intros I have seen for a game without using FMV. The camera angles and quick shots of the multitude of wrestlers give it the look of a promo for television, which sets the scene nicely for playing the game. The 'sport' of professional wrestling is ninety-five percent grandstanding and WCW vs NWO: World Tour captured the feel of this nicely with characters doing their signature

moves, which look lovely but would be pretty ineffectual, or conversely, potentially paralysing. This game continues along these lines and takes it further. The start of each match has wrestlers walking down the ramp, from the dressing rooms to the ring, pausing part way to have their names announced. There are six different rings to select: Monday Nitro, Souled Out, Super Brawl, Bash at the Beach, Halloween Havoc and Starrcade. The gameplay isn't altered by the differing backgrounds but it's nice to change the colours. The rings are much more different from each other than they were in World Tour. The bright yellow of Bash at the Beach and the darkness of Halloween Havoc were the favourites compared to the trashy glitz of Starrcade's background. This is the first



Here's a shoulder to cry on buddy, and a bin so you can clean up your act as well!

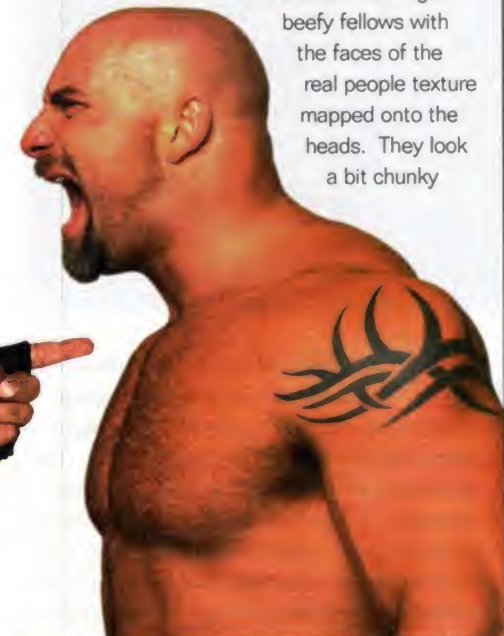




Some of them even get to bring furniture to the party!

four costumes each so the same guy can be selected by everyone for the Battle Royal or exhibition matches. Some of the costumes are so similar that they need to be studied to pick the differences. Two versions of Hulk Hogan are identical except for a pair of sunglasses, for example. The

characters are large beefy fellows with the faces of the real people texture mapped onto the heads. They look a bit chunky



Smashing people with objects is one of the



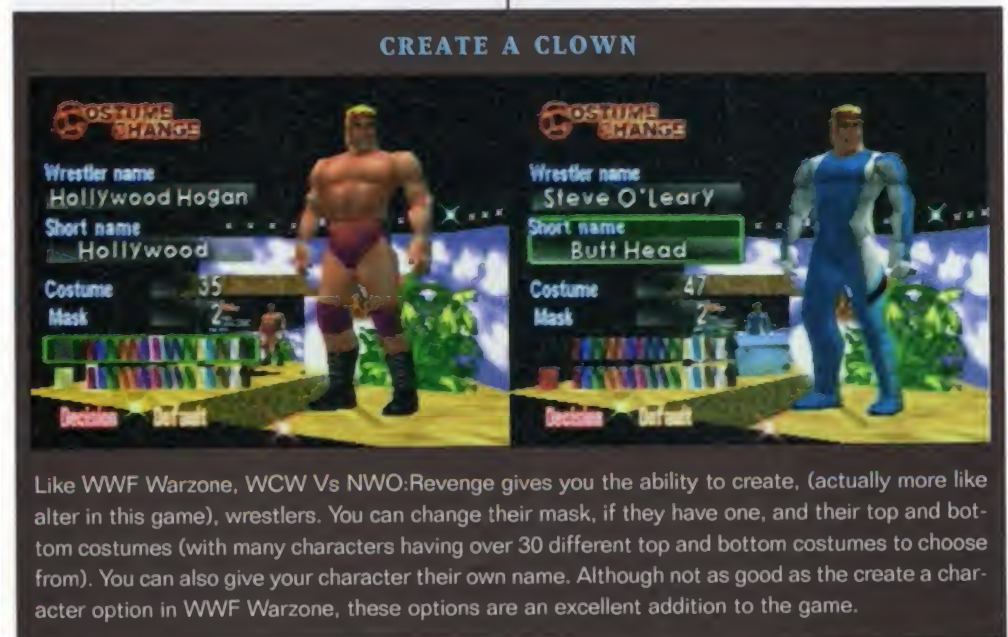
Four beefy, sweaty men in a ring with nothing separating them but a

when compared to Iguana's WWF Warzone. Where Warzone had lifelike characters who moved like blocks of wood, Revenge doesn't look as good in the still screen shots but makes up for it with the realistic animations. That is, if 'realistic' can ever be applied to pro wrestling. The characters move convincingly, from the stumbling after receiving a headbutt to the flying kicks. The large array of moves could easily be ruined by dodgy animations, but thankfully this isn't the case. As the game is played in a small environment with simple backgrounds, the majority of graphic detail has gone into the characters. The glitching, which

occurred in World Tour, where player's bodies didn't connect properly for throws, or limbs would appear to pass through bodies, have been minimised to a few holes in tights when players bend over.

Holy headbutts!

THE VARIOUS MODES allow different combinations of wrestlers to battle it out for supremacy. Five different championships include US Heavyweight, World Heavyweight, Cruiserweight, Tag team and TV title. The titles are all slightly different. TV matches are limited



Like WWF Warzone, WCW Vs NWO:Revenge gives you the ability to create, (actually more like alter in this game), wrestlers. You can change their mask, if they have one, and their top and bottom costumes (with many characters having over 30 different top and bottom costumes to choose from). You can also give your character their own name. Although not as good as the create a character option in WWF Warzone, these options are an excellent addition to the game.

MANAGE YOUR BOY INTO THE GROUND.



One of the coolest features of WCW Vs NWO: Revenge is the ability to take your fist and boots to your opponent's manager. Certain characters, like Hulk Hogan, have managers that escort them to the ring and keep an eye on what's happening while standing outside the ring. If you manage to knock your opponent really silly 'till he stands there seeing stars you can jump out of the ring and give his manager a good old beatin'. Occasionally they fight back, so you'll have to be prepared to take on two people at the same time, but you can't pin the manager so don't get too carried away turning the manager's head into a pile of bloodied trash. Also, one or two of the wrestlers have female managers, like Randy Savage, so if you're like Steve and are a spineless wimp, you can even give her a beating if you wish.



Just forty more situps to do and you're finished



I don't mind the suplex - just wipe your armpits!



It looks like Spiderman no longer walks on walls alone.

to fifteen minutes to fit in between commercial breaks. Cruiserweight only has the smaller wrestlers and tag team, two wrestlers aside. It takes nine matches to take out the title. The six champions become selectable once they are defeated. A new feature to the game is known as interference. Anytime during a match a third wrestler can run down the ramp to join the fray. Sometimes they join your opponent, sometimes they're on your side. While this randomness can be annoying at times, it does make the game more interesting. If you're doing well it's possible to take on both and win. If you're losing it can be a lifesaver. THQ must really love their wrestling. They've obviously spent many hours watching. Anything that is done, in and around the ring, has been included. There are more weapons than in the original. Now included are suitcases, traffic signs and trophies, as well as the standard bats and chairs. Weapons can now be carried into the ring as well. Sting and La Parka even begin matches with



And the physio said that If I can get your toes to touch your ass then your back should me magically cured!

weapons. Sting is the obvious star of the game. He is featured heavily in the opening, in opposition to Hulk Hogan, and half the crowd have their faces painted in his kabuki style. Whenever Sting reaches into the crowd he receives a weapon. Once, using "Macho Man" Randy Savage I had to try eleven times for a weapon. Revenge has many of the stars from World Tour, new fighters I've not heard of as well as two of my WWF from wayback; Bret "the Hitman" Hart and Jim "the Anvil" Neidhart, collectively "The Hart Foundation" tag team. If only their manager, Jimmy Hart, was outside the ring with his megaphone, the nostalgic experience would be complete. The programmers have developed some kind of British humour fascination blows to the nuts. World Tour had a few deviants but now practically every wrestler has a sac whack manoeuvre. The greatest changes have taken place in the multiplay area. The exhibition tag match can have a paradoxical no tag rule, meaning, all four are in the ring

simultaneously in teams. The same applies to the handicap two versus one match. This used to be one versus a team, one at a time. Now it's possible to double team or test yourself. The battle royal mode now has an 'out of the ring, out of the game option', but once you're knocked out a new wrestler runs in to join the competition. Up to forty wrestlers can fight, four at a time. The winner is the person who is knocked out the least and sends the most opponents to loserville. Battle royal can be played with only four wrestlers, but you're able to step outside the ring. The new options are probably the best additions, changing the strategy and gameplay. The gameplay has also been tweaked to encourage pinning. When we played the original, pinning opponents was the least favourite option for winning. TKOs, countouts and submissions were easier. TKOs are impossible in Championships and submissions are difficult, as wrestlers now slide towards the edge causing rope-breaks.



Some of the character's moves are a little over the top



Even for a wrestling game. Ah, it's all damn funny, anyway.



Another mindless 'kill that damn Hogan' screenshot.



'Show me your hands' - 'show 'em to me', 'NOW!'



Whoah, man - you should really start to wipe properly...



Stop beating my girlfriend!!!



This'll learn you to wear that stupid costume!



"Please...", "I'm sorry I said you had a bald patch, Hogan"



Hogan tries to lift his wallet, but sadly comes undone...

Blow me down

THE SOUND HAS BEEN greatly improved. Each blow is really brought home with a powerful hitting effect. It seems that fighters are fitted with a steel plated crotch in their tights, these days, as every hit below the belt is accompa-



After we play handsies we'll play 'spin Hogan on his head'

nied by the sound of bell. The backing music is low and heavy, helping with the feel of "Rock n' Wrestling". The intro music played when the wrestlers enter the ring is another great addition. WCW/NWO: Revenge is another hit from THQ. The single player game has difficulty setting for beginners and experts. The number of fighters and moves to learn will keep dedicated gamer going for ages....unless you already have WCW vs NOW: World Tour. Revenge is the better of the two games. If you don't have either of the two games I'd suggest buying this one. However, if you own the first game I'd suggest trying this first. The improvements are good but maybe not enough to justify having both games. The biggest changes involve multiplay. If your N64 is always used with friends this may be a worthy addition even if you own the original.



It's time to take out the trash, Hogan. A sad pun, yes, I know..

SECOND OPINION

I was always a fan of the original WCW game and this one improves it in every way. The characters look beefier, more detailed and their animations are definitely better than before. There are more moves, but it still lacks the amount seen in WWF Warzone and the graphics are below Warzone's standard as well. Still, this game seems a little bit more fun to me, and that's why I think it's the best wrestler for the N64 this year. Battle royal rules! And I'll crack anyone's head open who says different.

-Robert

THUMBS UP



- Enjoyable wrestling action that's easy to pick up and play
- Some of the best multiplayer action on the N64

THUMBS DOWN



- Not enough improvements to really excite owners of the original
- Graphics look drab when compared to WWF Warzone

PUBLISHER: GT INTERACTIVE

DEVELOPER: THQ

GENRE: MALE BONDING

RELEASE: NOVEMBER

PRICE: \$99.95

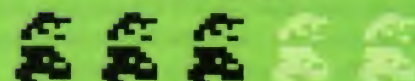
RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: YES

GRAPHICS



SOUND

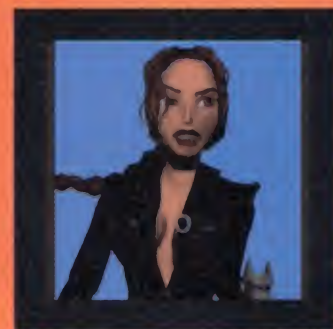


GAMEPLAY



OVERALL

8.5 / 10



A comprehensive guide to computer and video gaming, Covering all games released in Australia, and much, much more...

- PC
- PLAYSTATION
- SEGA
- NINTENDO 64
- MAC
- CHEATS
- PLAYGUIDES
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- NET
- ARCADE

HYPER»

AUSTRALIA'S NO.1 VIDEO GAMES MAG

Glover

The gloves are off for Narayan's review of the latest platforming hero



As a character, Glover is original but not the hero that Link or Turok is. Still, the game is a great addition to the N64 library.

As soon as Glover begins you can't help being reminded of Mario. The game opens with a cinematic sequence involving a castle that's very reminiscent of Mario's. However, this is where the similarity ends. Glover shows it has a style all its own as it introduces an interesting storyline in which a clumsy magician loses his gloves while casting a spell. The originality of the storyline is carried through into fresh and enjoyable gameplay. Too many platform games recently have been guilty of simply rehashing tried and tested ideas. Thankfully, Hasbro have taken the time to create something totally new for gamers to experience.

Simplicity with Style

Glover's graphics are definitely not going to blow any minds but the crisp colours and simple landscape structures manage to fit the theme of the game well. As you travel through the various levels you will notice that many of the same textures are repeated - which can look a tad dull at times. Hasbro have obviously done this to save on space because the game is only 8 MB. Thankfully though, the textures are sharp and colourful so that despite being repetitive, the levels still provide a polished 'cartoon-like' feel that still looks quite good. Glover, the character, is without a doubt the best looking part of the game's graphics. Being a hand that simply floats in mid air allows him to pull off some spectacular mid-air



The castle where the dim-wit magician lives.

acrobatics. Flips, spins and flying attacks are all animated superbly, so watching Glover is a real treat. He also has a range of amusing moves to perform on the ground. The desperate little kicks his legs make as he scrambles his way over the edge of a platform show brilliant attention to detail, and I defy anyone not to chuckle at the sight of him impatiently tapping his fingers on the ground whenever he gets bored.

Ball Handling

Getting to grips with the control of the glove is effortless because he comes equipped with most of the standard Mario-like platforming techniques. In no time at all you'll be pulling off impressive cartwheels and double-jumps like a pro. The control is very responsive giving you very precise control over the character that feels perfect. However, as soon

as you pick up one of the balls you understand this game is something really new. The way the glove and the ball work together across the platform environments is quite ingenious. Normally, you just roll the ball along the ground but some really tricky manoeuvres are required to get the ball safely to higher platforms. For example, you may have to bounce it on the ground to get some height then launch



As mentioned, the dim-wit himself.



No, this isn't Luna Park. Just a dumb ass clown face.



You'll never look at your gloves the same way again...

HE'S GOT THE MOVES



DOUBLE JUMP

Like most normal gloves, Glover is able to perform a second jump in mid air by double tapping the A button.



FIST SMASH

If you press the trigger at the top of a jump the glove will turn into a fist and smashes down onto the ground. Great for smashing things open.



CRAWL

If you hold down the trigger then Glover will flatten himself on the ground and crawl along like a caterpillar. It looks hilarious.



PUSH

This move allows Glover to move objects around. You may need to push blocks to activate switches that open doors.



CARTWHEEL

If you tap the trigger twice then Glover does this really neat cartwheel. It looks really cool and it's great for getting through tight spots.



THROW

Glover has a number of tricks that he can perform with the ball. The most simple of which is a throw where he lifts the ball up and chucks it onto platforms.



SLAP

If you need to get the ball across a good distance then you can slap it over gaps. You even get a dotted line that shows you the trajectory for trick shots.



SPINNING BALL

In order to move the ball over sections of water Glover must climb onto the ball and run on top of it. It's tricky because the controller directions are now reversed.



DRIBBLE

If you like to combine a bit of basketball with your platform games then this is the move for you. Glover dribbles the ball around just like a basketball.



FORCE

This is coolest move if you ask me. When the ball is just out of reach, Glover can use his Jedi mind powers to pull the ball towards him.



HE'S GOT BALLS



BEACH BALL

This is the normal ball that Glover uses most of the time. It bounces well and is easy to use, but it's able to puncture quite easily.



CRYSTAL BALL

Turning the ball into crystal looks cool because it's transparent, but it's not very useful because it becomes too fragile. You get more points in the game though.



BOWLING BALL

The bowling ball hardly bounces at all and Glover can only throw it about a foot. The advantage, though, is that it's very strong and destroys enemies with ease.



STEEL BALL

This ball is like a combination between the regular ball and the bowling ball. It still bounces okay because it's small and does mega damage as it's rock hard.



Unlike some people, Glover is useful without his ball.



A ball in the hand is worth two in the bush...

yourself into the air and slap it forwards at the peak of its bounce. This sort of stuff takes a lot of practice to pull off, but it is very satisfying to accomplish because of how much skill it actually takes. The physics model for the movement of the ball is incredibly realistic, and this allows for a great degree of skill to be used when controlling the ball with your glove.

The design of the game means that in order to successfully progress through each level, both you and the glove must reach the exit. Therefore, losing the ball over one of the edges or letting it get punctured results in instant death for you as well. As well as negotiating various 3D environments, you must also protect the ball from the many enemies that wander around the worlds seeking to ventilate your pal. However, the ball is far from defenceless. With a quick puff of magic you can transform your ball into other objects. If you are having trouble getting past one of the enemies, you can change it into a bowling ball and knock the enemy for a six. The bowling ball is also useful for breaking through obstacles. There is one section in the game where Glover's progress is blocked by the chomping teeth of a giant clown (much like the Luna Park opening). This is quickly fixed by sending the bowling ball flying in his direction, giving him a nasty dental bill. Glover can also turn his ball into solid steel which comes in handy because there are giant magnets in some levels that he can use to transport the himself and the ball around with.

Different environments also effect the way you can use the ball. In the arctic level as



Solving simple puzzles often takes a great deal of thought.

you roll the ball through the snow, a thin layer of snow covers the ball. However, this soon becomes a problem because the snow keeps collecting on the ball until it is so huge that you can no longer roll it. The snow also prevents your ability to transform the ball into other materials so you must rack your brain to come up with different ways to tackle this level.

To help you through the levels the magician has placed a number of switches throughout the levels. There are even different switches for the glove and the ball. The glove switches are easy to activate and only do simple things like open doors and raise platforms. The ball switches, however, are much more complex. Some take the form of targets on walls that you must successfully hit with a well aimed throw. Others require you to separate from the ball. For example, in one level there is a sky carriage that is operated by leaving your ball on a special plate. This means the glove must travel by himself on the carriage and complete an objective before he can collect his ball again.

The game also breaks up the action in the regular levels with bonus and boss stages. In the boss stages it is a fairly straightforward case of challenging a host of monsters brought to life by Cross-Stitch (the magician's other glove who has turned evil). The bonus levels are the really interesting ones though. You must complete a range of tasks including a fast-paced obstacle course in which you have to stay ahead of a rapidly moving wall of fire.



Jabba Jaw's back from the dead? Hopefully not.



Even though Glover may look cute, the game's difficulty is quite high. Simple actions require a lot of co-ordination.

Another bonus level challenges you by providing a variety of targets that you must successfully hit with the ball in order to win prizes.

The only real problem with Glover is the difficulty level. The game provides you with a training mode that lets you get to grips with all the character's moves so that you can fly through the first world without any worries at all. However, once you get to the second level, the difficulty level soars significantly. Quite often you will find yourself wandering around scratching your head in vain as you try to figure out what to do next. You do get a good feeling of satisfaction when you finally figure these challenges out, but the problem is that they may prove too tough for some gamers.

It's atmospheric, man

The most noticeable thing about Glover's sound is the mysterious sounds that play in

the backgrounds. Early on in the game the castle is under the control of the evil glove so you'll hear a range of evil sounds ringing in your ears. As you wander around you can hear the maniacal laugh of your nemesis, the screeching squawks of crows and the screams of tortured souls. It all adds well to the atmosphere of this dark scene. Other places like the Carnival world have more cheerful sounds, creating the right feel for that particular environment.

Hasbro have created a lot of fresh ideas with Glover and they should be commended for their efforts. Mastering the combination of the glove and the ball as you attempt to save the world from the evil glove, is both an enjoyable and rewarding experience. As I have said though, the game can be very tough in spots so you may want to check it out first to make sure you're up to the challenge.



Rolling the ball around takes a while to get used to.



Bouncing it up to higher platforms is even more demanding.

SECOND OPINION

Glover is a truly original game that has lots of appeal and interest, which is sure to make it stand out above other games available this Christmas. Like Space Station Silicon Valley, it has some way out ideas, and combined with the game's excellent physics engine (which can be very annoying at times) you get a game that will keep you glued to the N64 for ages. The graphics are by no means spectacular, but Glover cuts its own little niche as an odd game that's highly addictive. **-Steve**



THUMBS UP

- Fresh gameplay that takes a lot of skill to master
- Tricky puzzles and tough action will challenge anyone
- Good variety between levels never lets the game get dull

THUMBS DOWN

- Graphics are quite plain and may disappoint some gamers
- The game has a steep learning curve which means the game gets quite tough early on (even on the easy level)



PUBLISHER: NINTENDO

DEVELOPER: HASBRO

GENRE: 3D PLATFORM

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: NO
SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

RakugaKids

He's often called a big kid, so Steve O'leary was the only guy for Rakuga Kids



ANYONE WHO BOUGHT or saw Yoshi's story, and especially those who had a chance to see some of the game's later levels, would know that there is still plenty of life left in 2D graphics. Although 3D graphics look much more impressive and dynamic, 2D graphics when programmed properly have a sense of style, charm and often humour, that is almost always absent in 3D graphics. With Yoshi's Story, the N64 filled the screen with colourful and beautiful graphics that gave the game a look that far exceeded most of the 3D games on the N64. Huge sprite baddies with enormous amounts of animation, excellent lighting effects

and incredibly detailed multi-layered backgrounds were just some of the reasons why Yoshi's Island looked good. Of course gameplay is always another thing...

Still, the possibilities for great 2D games will always exist, and Konami, previous masters of 2D games on the Super Nintendo, have gone back to 2D basics and created a fighting game that captures the style, imagination, detail and humour present in Yoshi and added their own unique, almost weird, characters and a solid fighting game engine.

Gamers who were also familiar with Clayfighter 63 1/3 would also know what a



The graphics take on a very cartoony appearance.



This allows them to look weird, way-out and colourful.



The most stupid game of the year? Hardly. Rakuga Kids is a great, fun game. Treat it like that and you'll have a ball.

missed opportunity the game was; great cartoony characters with obscenely funny special moves that were spoilt by crappy animations and poor gameplay. Well, Konami appear to have come up with the right formula for this game as it has wacky, yet highly imaginative characters, solid gameplay and an awesome sound track to top it off.

Power on the N64 with the Rakuga Kids cart firmly seated in the console and one look at the game's title page will convince you that the game was designed and drawn by five year olds. Keep looking though, and you'll start to notice that the characters are animated with a humour that is guaranteed to make gamers of all ages laugh themselves silly. Just like the characters in Clayfighter, the guys in Rakuga Kids are not limited to the boundaries of physics like we are, but rather they are able to perform moves and attacks that you would have only dreamt of when you were actually five years old. The cowboy-styled character, for example, can pull a full size gatling gun out of his pocket at any time and fire off a few rounds as his standard projectile attack. Secondly, he can also remove a horse from his other pocket and have it stomp all over his opponent with its legs flailing wildly through the air. Another char-



Many of the game's animations border on being ridiculous. But hey, that's what makes the game so much fun!

acter, who's based on a pre school rap dancer, can beat his opponent around the head with his trumpet, french horn or his pair of cymbals. Then there's the robot who has the ability to change into the weirdest things. At will he can turn into a steam train that'll dash forward and bowl his enemy, or he'll turn into a Cuckoo clock with a bird that leaps out and pecks you on the head at the stroke of three, or a cash register type drawer will open in his side and an army boot on the end of a coiled spring will pop out

and kick you right in the ass. In fact, a great deal of time will be spent with Rakuga Kids just finding out what all of the character's moves are, with each new move discovered causing you to stop and laugh at its hilarious or ridiculous animations. What makes the game classic is the amount of detail and the great many frames present in the animations of the character moves. They look way cool, and the fact that the characters all consist of only a few bright pastel colours makes it look all the more



All of the characters have super moves that are based on their style. The rap character uses music to inflict pain.



Slap the girl with the ray gun to dizzy her...



then unleash your dreaded super move...



which ties her to a rocket and...



blasts her into outer space. Original? Highly.



The backgrounds even scale in and out in full 3D.



This game is one of the most original and entertaining games to hit the N64 - no bull!

cartoony and humorous.

Each of the characters is modelled on their owner's (or artists, as they are drawn characters) personality. For example, Andy - the sci-fi loving space cadet wannabe geek - has drawn Astronots, who has special moves like a ray gun projectile and rocket powered uppercut, while DJ - the rap loving home-boy wannabe - has drawn Captain Cat.Kit who has his various musical instrument and rap attacks (which look incredibly funny as his little feet fly around at a

furious pace as he moves across the screen).

What's most humorous though, are the character's special moves. One of Astronot's has him firing his space gun at his opponent which freezes them momentarily while the gun draws a huge rocket around him and ropes that hold him firmly against the rocket. A countdown from 3 to 1 sounds and then Astronot's opponent is blasted into space (complete with a small clip of the enemy screaming through space on the rocket). The enemy then falls back to earth and suffers



Special moves often take up most of the screen with huge graphics that look impressive, even when compared to 3D.



Because the graphics are 2D, every single animation

is guaranteed to be perfect - and to make you laugh

considerable damage. Another character, Mamezo - who happens to be the evil dude in the game, has even weirder special moves. In his first a phone booth magically appears and he steps inside and picks up the phone and says, 'I'll take an extra large'. Then a spotted dog with Mamezo's pizza on a motor scooter rides across the screen and bowls his opponent for six. His second involves him grabbing his opponent as a magical elevator door opens behind him. He then turns into a hotel porter and throws his opponent inside the lift, and screams out 'going down' as the elevator plummets to the basement, then crashes and explodes.

Apart from the cool, well animated characters, Rakuga Kids features some excellent backgrounds that are actually 3D in structure, like the ones in Killer Instinct and Clayfighter. Although not as detailed as the characters, the backgrounds are also very bright and colourful, which helps the game maintain its 'cartoon' look. The characters also have shadows which are perfectly drawn on the backgrounds and combining this with the scaling (characters get smaller when they go over to the far left or right side of some backgrounds), the game has a semi-3D look which further adds to its graphical style.

Sound wise, the game has some of the best tunes heard on any N64 cart so far. In fact, the game sounds so good that after a days play you'll be humming them or sounding them out in your head while you're at work or school. Mixes of electric guitar solos combine with drum backings to give the game's music a charm and style that perfectly fits in with its theme and characters. On top of this, the character's moves are



all accompanied by sound effect that are just as wacky as the moves themselves. Half the time it sounds as though you are watching a crazed out Warner Bros cartoon.

Apart from the great sound and graphics, Rakuga Kids thankfully provides a decent fighting game engine that allows the older gamers to get stuck into it as well. Although obviously aimed at the younger audience who'll spend a fair amount of time just bashing the buttons, Rakuga Kids has combos in it that can easily reach 10 hits or more, and there's the possibility of linking special moves into combos as well. The game has a practice mode that allows you to work out what moves link into each other and a bit of effort and patience will reward those willing to learn the finer points of cartoon combo violence. Air juggles are also an important part of the game for fighting fans, as the characters can often drift across the screen in the air and they can be hit multiple times when this happens. Some of the kicks, punches, or whatever the hell the characters do (believe me, you almost always don't know what each character will do next when you hit another button!), don't link together all that well, and although quite playable, the fighting engine in the game never manages to reach the heights of Streetfighter or MK4.

This problem though, really highlights the nature of Rakuga Kids - it's not a serious game, but rather a fun game for friends to sit down and have a laugh with. As mentioned, the game is primarily aimed at the younger audience, but that's not to say that a few senile old cootes, like myself, can't have a blast with Rakuga Kids. Just be sure you know what you're in for if you go out to purchase this game; it's plain, silly fun - pure and simple.

SECOND OPINION

Hey, I'm a tough, hard-assed dude, but I'll be honest - Rakuga Kids found a weak spot in me. The game is cool, and that's all that matters. Who said you can't be cool while you're smashing someone's face in? Rakuga Kids allows you to do this, so it's an awesome game in my book.

-Robert Garcia

PUBLISHER: GT INTERACTIVE

DEVELOPER: KONAMI

GENRE: FIGHTING

RELEASE: JANUARY

PRICE: TBA

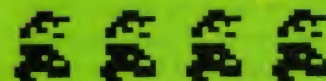
RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

NHL '99

EA's sports onslaught continues. So Jack Curtis pads up!



Running in the N64's medium resolution mode, NHL '99 is both pretty to look at and incredibly smooth.

Many of you may fondly remember our favourite 16-bit versions of NHL, which offered unrivalled playability, despite the dodgy graphics. As far as I'm concerned, the hockey scene on the N64 has been relatively lacking, compared to those days of NHL heaven on the Megadrive. Oh, sure, we've got our fair share of fairly good titles, but nothing that really blows your socks off. The Wayne Gretzky series plays a good game of NHL Jam/Blitz, but doesn't really appeal to the more hardcore NHL devotees, and NHL Breakaway '98, while quite a decent effort, needs a serious amount of gameplay refinement to equal the efforts of EA Sports games



When he blows the whistle you can start swinging, boys!

that have, until now, been only on the Playstation and PC. So, it's with great relief to hockey followers that the company who made such excellent annual hockey events on other game systems has finally made the move to our



You know the rules... No hitting above the belt and blows to the nether region are worth double points



The TV camera angle provides some dynamic views



The occasional trip-up is overly encouraged

favourite console. The question is, how good is NHL '99 on the N64? In a word, excellent.

Naturally the graphics are awesome, with stunning reflections on the ice and clearly recognisable faces on every player. While not quite showing off the system's high-resolution mode as in Quarterback Club '99, NHL '99 features an extremely crisp and frantically fast 3D engine that blasts both Wayne Gretzky and NHL Breakaway off the ice- and there's never a drop



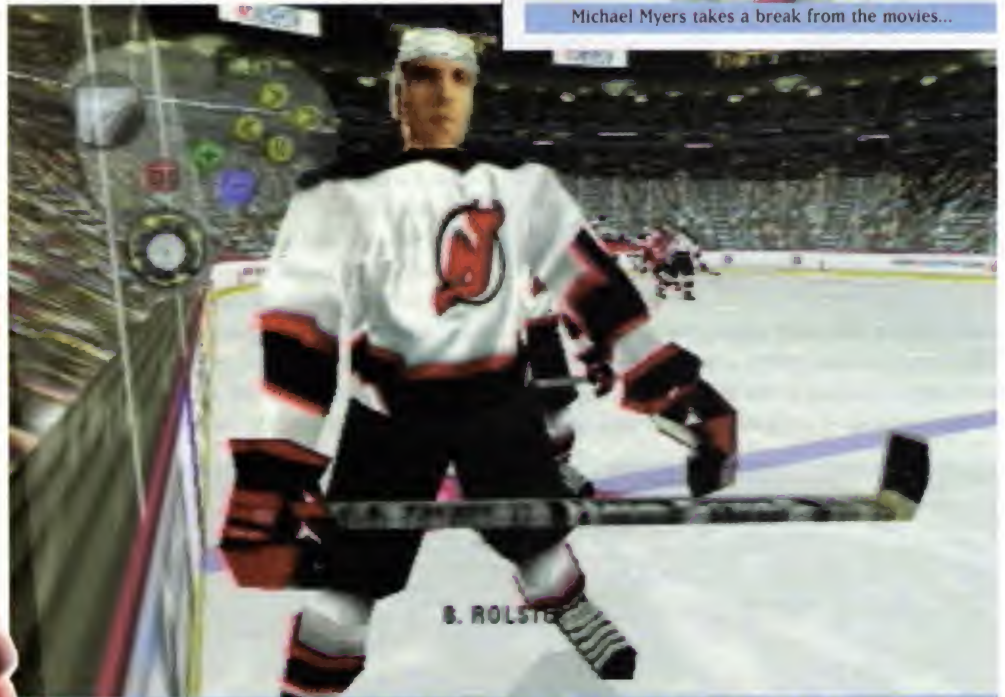
The game's resolution allows the graphics to remain sharp and clear.



Players will do anything to save a near-certain goal.



Michael Myers takes a break from the movies...



The game's replay mode allows you to get excellent close-ups of the game's players. Man it's good to play N64.

in the consistency of the animation. In traditional Nintendo form, this game is infinitely more smooth looking and has a much more vibrant selection of colours than its technically inferior and very dull looking competition on the Playstation. What I especially enjoyed was the way that the ice became increasingly worn and scratched by the end of

the game. Little touches like this really add to the game's overall graphical appeal.

The N64 version of NHL '99 has gameplay very similar to both the Playstation and PC versions of NHL '98. As EA worked on NHL '99 for the Playstation and PC, they also worked on porting the original game to the N64. Because of time restraints, the N64 team based most of the N64 design on the existing NHL '98 source, only adding a few features that made it into the NHL '99 devel-

opment. So what we have is an excellent conversion of NHL 98. Unfortunately, the new features that the PC and Playstation versions received aren't here. Don't feel disappointed, however, as this is still a classy game indeed, with all the important options still in place to make hockey fanatics drop their gloves.

Gameplay is fairly close to perfection for an NHL game. As you know, EA Sports' NHL series has been around for precisely ages and ages, so the company knows how the game should be played. The N64 version is no exception. The one thing that I thought was really commendable is the fact that the developers somehow knew that



People in glass houses shouldn't throw pucks. A puck in the opponent's net is worth two own goals. (I'll shut up now...)



An over enthusiastic supporter brought his gun to the game!

many players will prefer playing the game with the digital pad. I for one prefer, in sports games, the tight responsiveness of the digital pad as opposed to the flimsiness of the analog control stick. And

because it's an EA Sports game, the general control is really very consistent with other EA games, so if you're used to passing in NBA Live and Madden, the same button is used in NHL. Also, if you've ever played NHL in any form whatsoever, there's hardly any learning curve at all so you can sit down and get used to the controls immediately without being flogged 50-nil by the computer players. All up, the gameplay is super-quick, and control is dead-on and responsive

Despite such credible gameplay, it has not come rinkside without a few minor flaws. The unrealistic number of shots taken by the computer controlled players I found quite over the top. Although you may have honed your defensive skills to the edge of your skates, you can still expect upwards of 25 or 30 shots on goal per team in a single 20 minutes. The shots-on-



Michael Jackson does some part-time work teaching hockey players how to rap dance and date under 12's



You spastic, you're heading the wrong way!



Ok boys, now aim for the mongrel's right leg...



But ref, No. 12 game me a severe wedgie.

goal issue is obviously a difficult one for gamers looking for a realistic recreation of hockey, whereas a casual hockey amateur should have no worries. However, more fanatical puck-heads won't like these hugely inflated numbers and the excessive difficulty of the game. Other than that, NHL 99 is a great playing hockey game with responsive controls, a load of features and an addictive four-player mode.

Sounds like? ...Crap!

Okay, we're not really after television quality commentary, but seriously EA! The play by play commentary is, without doubt, the most tiresome and moronic I have ever had to endure.



Yes, we're bitchin' -we're hot, we're anything but krupp!



SCARS graphic engine manages to draw over six cars on-screen at once without any slowdown at all!

Come to think of it, I believe the Megadrive version of NHL had superior calls. Bill Clement, commentator for ESPN, offers some of the weakest, most generic comments during the game, and some are just plain 'ear-bleedingly' painful to hear. His profound and insightful quips include, "A freight train! Choo-choo!" The worst part is that Clement insists on repeating this call several times a game. If only the crowd's cheering could manage to reach the lofty decibels of that imbecile! It seems like he only has about eight things to say. Please EA, let's have some intelligent commentary next season.

Aside from the nightmarish commentary, NHL '99 offers some excellent audio, from the pumping intro music, to the organ music between plays, to the driving auditorium chants during plays. The sound effects also give you a sense of how bad someone gets checked. And if you've got a receiver that supports it, the audio is in Dolby Surround. This is rather a departure from your usual Nintendo games which, due to the lack of custom sound hardware in the 64, are usually programmed in bland old mono.



Trip and deck your opponent and then put the bloody boot and stick into him. Ah, you got to love the sport!

In all, NHL 99 took me by surprise. Unlike EA's dismal attempts at FIFA on the N64, EA pretty much got it right on its first attempt, creating a game that looks great as well as playing great. While it doesn't have all the new features EA packed into the PC and PSX versions, there should be no doubt in your mind that this is the very best hockey game on the N64 to date. If you can live with the commentator sounding like a complete lunatic and a few other little omissions, get your hands on this impressive conversion right away!



Get off the puck you damn idiot. Swing at him boys!



SECOND OPINION

I've never been a fan of hockey games, but after a few minutes play of NHL '99 I was hooked. The gameplay is excellent and very easy for beginners to get into, as well as having the options and difficulty levels to keep advanced players busy for months. Graphically, the game is top notch as far as hockey games go. It runs in a medium-high resolution mode and always maintains a hyper-smooth frame-rate even when there's a dozen players on-screen at once. The commentary gets tired quickly though, but the game's basic sound effects are good enough to make you forget that idiots are calling the game. -Steve

THUMBS UP



- As far as hockey games go, this is the best.
- Another addition to the polished EA line up

- Slick visuals
- Solid Gameplay

THUMBS DOWN

- Boring, annoying Commentary
- Lacks some of the features seen in other versions of NHL '99



PUBLISHER: **ELECTRONIC ARTS**

DEVELOPER: **ELECTRONIC ARTS**

GENRE: **SPORTS**

RELEASE: **NOW**

PRICE: **\$99.99**

RATING: **G**

PLAYERS: **1 - 4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

NBALive '99

Robert Garcia's a known dribbler, so we let him review NBA Live '99



Is NBA Live '99 better than NBA Jam '99? Robert Garcia seems to think so. That's good, cause he doesn't think that often...



Give the ball to Longley, dammit!

Good defence, Longley!



Way to go, Longley. Hold on - Longley isn't black, is he? Er, maybe he fell down in the mud or something.



Stop dribbling you idiots!

Even with the popularity of basketball in Australia plummeting faster than Steve's IQ, for some reason those damn basketball titles just keep getting churned out.

From the arcade classic NBA Hangtime (basically NBA Jam) to the firewood-compatible "NBA In The Zone", through to the latest offerings of Kobe Bryant's NBA Courtside and NBA Jam '99, only one thing has been missing - EA Sports, the kings of the sporting sim. But with the release of NBA Live '99, that's all changed.

While those PlayStation buggers have been getting a yearly update of the NBA Live series since 1996, the '99 incarnation of the NBA Live series is the first time it's appeared on the N64. There's one catch though - it's not 'really' NBA Live '99. More like NBA Live '98 and 6 months. Sound strange? Well yeah, it is strange. For some reason, the N64 version of NBA Live '99 is actually NBA Live '98, with a few very minor adjustments. If you've seen Live '99 running on a PC or PlayStation, don't think it's what you're getting in the N64 version!

Just like every other basketball game that gets released, NBA Live '99 features all the NBA teams, overpaid players, logos, hot-dog vendors and groupies. And before you even think of asking - no, Michael Jordan still isn't in the game. In his place is the always dodgy 'DODGY JORDAN PLAYER NAME HERE'. When will someone put this bald-headed suck-ah in a basketball game?

Like a party of lego lovers, NBA Live '99 has oodles of options. You can play arcade style, which turns the game into a kind of five-on-five NBA Jam (the old mega-dunks NBA Jam, not the new, sanitized version) type of game.

Arcade mode comes complete with giant summersault jams, flaming balls (ouch!), and sound effects straight out of a Warner Brothers

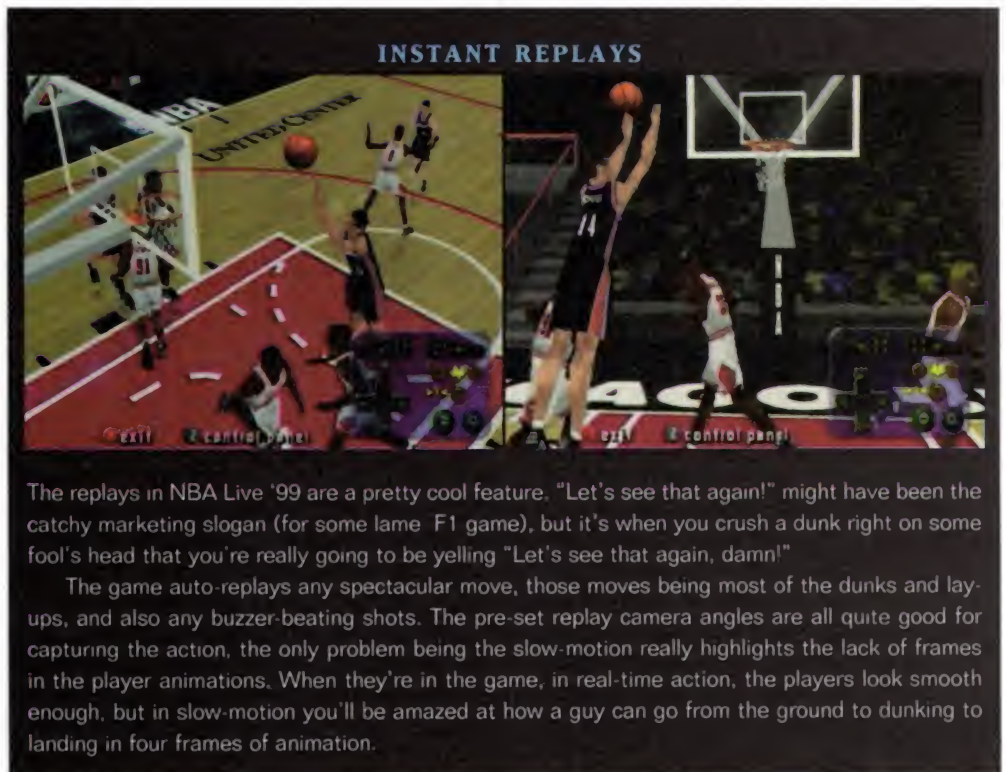


cartoon. (hello Space Jam)

If you're looking for a more realistic style of play, then go for the Exhibition (known as Simulation in previous NBA Lives) match. In this style of play, you have to watch your fouls - including those damn offensive fouls - and even use some strategy in the game. So make sure you check out who can do what for your team. For example, if you're using the Chicago Bulls, then it's obvious that Luc Longley will be taking all the shots, as he certainly isn't a big, dopey, white dumb-ass mag editor (please, please note the sarcasm here).

The gameplay in NBA Live '99 is quite good, but it's far from being perfect. Using the analog stick to move the players makes them move like they're refugees from NHL '99. They slide all over the place, and while trying to insert player-momentum in the game was a nice idea, it needs to be tightened up big-time.

Also, performing some of the moves in NBA Live '99 - even the relatively simple ones - can be a chore. Being able to position yourself in a defensive stance (knees bent, arms up, shuffling side to side rather than running) is



The replays in NBA Live '99 are a pretty cool feature. "Let's see that again!" might have been the catchy marketing slogan (for some lame F1 game), but it's when you crush a dunk right on some fool's head that you're really going to be yelling "Let's see that again, damn!"

The game auto-replays any spectacular move, those moves being most of the dunks and lay-ups, and also any buzzer-beating shots. The pre-set replay camera angles are all quite good for capturing the action, the only problem being the slow-motion really highlights the lack of frames in the player animations. When they're in the game, in real-time action, the players look smooth enough, but in slow-motion you'll be amazed at how a guy can go from the ground to dunking to landing in four frames of animation.



Quick! Someone get a bloody ladder! I'm stuck, dammit! Help me you lousy goddam mongrels!

one of the best features ever implemented in a basketball game, but it can be hard to hold down the shoulder button to perform this while also trying to steal the ball (which is a necessity when playing defense) and then also trying to change which player you're controlling.

The sound in NBA Live '99, well - it's just "there". It's nothing to write home about. Not that it's crap, the commentary is just way too sparse, and the on-court sounds are what you'd

expect from a basketball game - ball bounces, nets swoosh, squeaking sneaker sounds etc. The menu music is kinda funky though!

Graphically, NBA Live '99 isn't all that bad! Having said that, it's not the prettiest game either. First thing I have to say is that the crowds are some of the worst looking groups of people I've seen since I stepped in the N64 Gamer office. The spectators look like someone's hung a patchwork quilt from the roof of the stadium at



Here we see No 49 playing a nice ball shot...



Harlem Globe Trotter this dude ain't.



Blue - red - white... Just how many teams are there on court??



NBA Hangtime is still one of my favourite N64 games. It's fast, exciting, fun, and most importantly you can knock over players without any fouls being called. Actually, you NEED to smash your opponents into the ground to win. Now you tell me that's not fun?

Well thankfully EA Sports have realised that cracking a player in the back of his skull and sending him flying out of bounds is going to give us more motivation to play a basketball game than being able to call every offensive and defensive play in the world (which you can do here as well, by the way).

In arcade mode, along with some extra cool old school NBA Jam-inspired dunks, you can hammer anyone and not be called for one of those stupid fouls.

a 60-degree angle. Sorta like they've all been run over with a 10 tonne steam roller and nobody bothered to clean up the mess.

The players are all fairly good looking (in the sense of realism, not in "that" way), especially in terms of the motion-captured animations for the dunks, lay-ups and jump-shots. In the replays though, some of the animations are really lacking a few frames. While in the flow of the game, all these moves look pretty spectacular, but in a realistic way. The players all jump high enough when dunking, but not so high that you know the motion-capturing was performed by some fool on a trampoline.

NBA Live '99 is certainly one of the best basketball games on the market for the N64. Isn't it weird that a few months ago we had no true basketball sims, now we've got three quality ones? Anyway, if you're a basketball fan, then you're going to instantly love this game. You've probably already got it in fact. If you're not a basketball fan, this is a very fun game to play, especially in arcade mode. Not a must-buy by any stretch of the imagination, but it's most definitely a top-shelf Nintendo sporting title.



No 33 has been watching too much Aerobics Oz style



Hey mom! I'm on TV! (what a bad head)



Damn jockeys always ride all the way up my ass!

TEXTURE MAPPED FACES



Just like in the PC and PlayStation versions of NBA Live '98 (well, all the NBA Lives since '96 actually) each player has his own face texture mapped onto his NBA Live likeness. From a distance, this feature makes all the players look quite realistic, as you can make out their goatees, big noses and other facial characteristics. Unfortunately, when the camera zooms in close, they can look rather ugly and comical. Plenty of these guys really are hideous in real life, so maybe EA could have been a little less realistic there.

SECOND OPINION

As far as basketball games go, this one is pretty standard stuff that happens to play well. The graphics are a tad shoddy in places - especially the animation, and it doesn't reach the ultra-high resolution mode of NBA Jam '99, so it doesn't look quite as good. The gameplay, though, is a bit better, so the final decision between the two top basketball games can be a very tough one. Robert likes this game better, but I prefer the graphics and sound of NBA Jam '99 instead. If you love basketball, then be sure to check them both out.

-Steve

THUMBS UP



- Having an ultra-serious simulation mode and totally unrealistic arcade mode. Pleases everyone!

- The fact that the N64 isn't missing out on the NBA Live series anymore

THUMBS DOWN

- The players moving like they're on ice

- The worst crowd in sports videogames



PUBLISHER: EA SPORTS

DEVELOPER: EA SPORTS

GENRE: BASKETBALL

RELEASE: DECEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

KnifeEdge

He doesn't have a licence, but Hugh Norton-Smith loves to play with guns.



The first gun game arrives on the N64, but it sadly fails to come anywhere near the standards of Virtua Cop



Most of the game's environments consist of dark

backgrounds and the bosses are quite, well, boring.



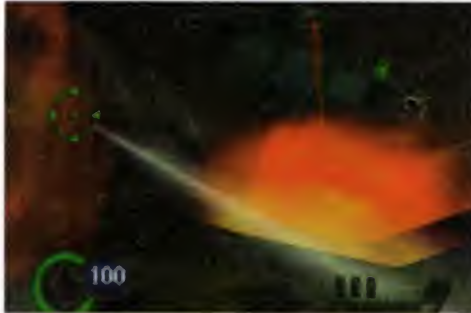
Even though the game makes some use of the N64's graphical effects (transparency above), it still fails to impress.

Knife Edge wasn't one of the games with a lot of hype surrounding its release, but with the lack of shooters on the N64, it was always going to generate a certain amount of interest. With a fairly lacklustre, run of the mill name, Knife Edge promised to continue the addictive tradition of shooters that started with Lylat Wars. Being an avid fan of wasting crap at will, I primed myself for an all-out assault on the Z button of my controller.

What is Knife Edge, I hear you ask? Knife Edge can best be described as a sci-fi shoot-em-up, structured as an arcade-style flight game. Confusing? If the guided-movement shoot-em-up action of Time Crisis were to mesh with the inhabitants of Raiden (classic arcade shooter), the result would be something akin to Knife Edge. Like Virtua Cop and even Namco's Time Crisis, you find yourself dragged around 'on rails' through different 3D environments. It seems some mysterious alien force has once again invaded the pioneer colonies of Mars, and it's up to you to save them from the alien menace. The game sends you careening through the foggy canyons and vast alien structures of Mars. Sounds good, right? Well..

I'll get to the point. This game is bad. No, let's be serious about this one. This is really awful. The first of its many flaws is its lack of ambition- it's an unimaginative game which neither breaks into new territory nor improves upon previously established standards.

Experienced gamers generally detest any game that doesn't allow you to control your movement. Sure, it's fine when you are happily blasting away at human targets, but when you are annihilating alien space ships, you need the added excitement derived from manoeuvrability. Kemco added one minor feature to help resolve the monotony of fixed tracks, by incorporating a 'dodge' function. Hitting one of the four yellow N64 pad C buttons moves you either up, down, left or right slightly. This insignificant addition hardly helps to resolve the games obvious gameplay problems, for it still feels like one of those dodgy Sega Mega-CD Full Motion Video games. Also, if you are going to do an 'on-rails' blaster, what were Kemco thinking when they did not provide light gun support? Were they on drugs? To top it off, using the Nintendo controller results in frustrating inaccuracy. Nevertheless, even including light gun support would not have saved this game from being so absolutely appalling. Here is my next



The game's 'on rails' movement is broken up



slightly by the different paths you can take.

gameplay gripe: after you die, the game continues in exactly the same fashion. Same enemies, same movement, same backgrounds, and yes, same boredom. It just gets tedious way too quickly. Kemco made a last ditch effort to save this game by allowing up to 4 player action simultaneously. Despite this, it really isn't much different from the one player game. Please stick to Goldeneye for multiplayer blasting, or face losing any friends you had before you purchased Knife Edge.

I was also seriously disappointed by the totally uninspired backgrounds. As you are transported around, you will deal death in a variety of constantly shifting, but nonetheless drab, locales. These include huge alien structures, catacombs, base installations and outdoor scenarios. At times players will be stationary as they fend off hordes of strangely similar alien craft, other times they'll be riding up and down through bland looking valleys or skidding across bleak alien landscapes at ridiculous speeds.

But Knife Edge doesn't just suffer from bad ideas- no, this game takes the time to reek on all fronts. When you get right down to it, there's nothing fun whatsoever about this game- the levels are boring, the enemies are far from original, and the weapons are standard. I mean what sort of game is this, Ohhh the repetition. You just face wave after wave of thousands of identical alien craft. There are six areas in all, with multiple sub-areas in each. Once you kill the rather stupid looking boss, it's off to the next area.

The graphics, you ask? Words cannot describe how wretched this game looks (but I'm going to try anyway). The alien creatures are unvaried and grainy, the bosses unimpressive



The canyon sections really do look ugly. The lack of colour used is often striking.



Occasionally the enemies will zoom into the screen and you can get a look at the N64's hardware in motion.



But considering that this is a shooting game, you tend to blast them too quickly, so you hardly see shots like this.



At best, some of the game's bosses do slightly resemble those seen in Lylat Wars



But their attack patterns and weaknesses are just the same old boring stuff gamers got sick of ages ago.



A typical example of the 'shoot at the red spot' rubbish we really should be spared of.



Another 'city sized' boss for you to deal with.

(certainly not the "graphically stunning bosses" the Kemco press release touts), and the frame rate is horrifically slow at times. The game feels so jerky at times, it is really difficult to feel immersed as a starfighter. The gameplay takes place in Martian canyons and landscapes which allowed Kemco to provide us with blurry and completely dull graphics, compounded by the expected 'fogging' problem. There are none of the blessed 'state-of-the-art visuals' us Nintendo fanatics have come to expect from the N64's custom graphics hardware.

Rounding out this delightful package is a pedestrian soundtrack that can best be described as an irritating blend of dance music and wannabe Goth rock. I think they bought the CD 'Generic music to mediocre import games' and went from there. It was the synth drums and wailing guitar that finally drove me to consider committing Hari-Kari with my Nintendo controller. The sound effects are a mix of unconvincing clangs, clanks, bangs and all other types of sounds one would expect from a B-Grade Buck Rodgers movie.

Knife Edge is not a flawed title because calling it flawed suggests that some aspects of the game are good. This game is seriously bad, right across the board. Ultimately, players will be severely disappointed when comparing it to the other shooter games currently available. Most notable of these games is the excellent Lylat Wars, which obliterates Knife Edge in every department. Taking gaming back to the days of R-Type and Raiden, Knife Edge revisits old territory and comes up empty. It's quite simple: Unless you are a shooting nutter or have had a frontal lobotomy carried out, steer clear.



At least the levels range over different environments.

WHERE'S THE DAMN GUN?

It seems quite odd to release a light gun game when there's no light gun, doesn't it. Well, a few guns have already been announced for the N64, but none of them have actually appeared in the marketplace yet. Interact, and overseas company, have announced a light gun for the N64, named Lightblaster 64. The gun is quite similar in design to the 'Performance brand' Playstation light gun, which is a good thing as the gun looks quite stylish and has quite a few great features. These features include:

- Auto-Fire: Fires continuous shots at a rate of 16 per second
- Auto-Reload: Automatically reloads when firing has ceased
- Intelligent Reload: Reloads when clip is empty
- Special Reload Knob
- Set Mode: Customize clip for 6 to 33 bullets
- Hyper button: For firing special weapons in most shooting games
- Memory Card Slot



All these lovely features are quite nice, but there's still no word yet on whether or not this gun will be released in Australia or not. Hopefully an importing company will bring in any guns released overseas to Australia. N64 Gamer will keep you up to date on the situation and we'll let you know what happens in the future.



Two player challenges are extremely enjoyable



Yeah, well, it's blurry and blue. Please God, gimme Virtua Cop for Nintendo!

SECOND OPINION

Do I dare put the boot into a downed, bleeding victim that Knife Edge is after Huge's relentless, nasty attacks? Yeah, why not. You can't sit there and tell me that the N64 couldn't do an excellent version of Virtua Cop, can You? Even if the programmers were to blatantly rip off the game, right down to the smallest pixel, and then rename it 'Virtua Law Enforcer', they'd probably get away with it. Why am I dribbling on about this? Because I want an excellent gun game on the N64 and, as some famous music dude once said, "I can't get no satisfaction". Bottom line: hold out for something better - way better. -Steve

THUMBS UP



- It won't subtract from your social life
- Will give you a chance to fathom the internal workings of a Nintendo cartridge
- You can smash the cartridge with a sledgehammer, add some papier maché and sell it as modern art
- Nice instructions

THUMBS DOWN



- Read the review again.

PUBLISHER: **ACCLAIM**
 DEVELOPER: **IGUANA WEST**
 GENRE: **SPORTS SIM**
 RELEASE: **NOW**
 PRICE: **TBA**
 RATING: **G**
 PLAYERS: **1-2**
 RUMBLE PACK SUPPORT: **YES**
 SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

3 | **10**

GOD's Gift

TO GAMERS



Iguana have proved time and time again that they are one of the best programming companies for the N64. N64 Gamer takes another look at their current software and the upcoming games that will keep the N64 at the forefront of videogame entertainment



NFL Quarterback '99 stands as one of the most impressive games on any videogame console today.



As mentioned in last month's special about the history of the Nintendo 64, Iguana have played a key role in the success of the N64 with top selling titles like Turok, Forsaken, All Star Baseball '99, WWF Warzone, NFL Quarterback Club and NHL Breakaway under their belts. Their commitment to the

N64 has just been re-affirmed with the release of NFL Quarterback Club '99 and Turok 2, which are the first titles to make use of Nintendo's new 4 megabyte ram expansion unit.

N64 Gamer recently had the chance to interview a few of Iguana's head honchos and we've learned that they have many more games in the pipeline of the N64 which will show even more of the machines un-tapped graphical power. Also, more than any other N64 software company, Iguana are pushing the boundaries of censorship on N64 games. Their games are including more and more adult content, like blood and action in Turok 2, although the added violence and blood content only increases the gaming experience and enjoyment rather than just becoming mindless violence and gore.

Turok was Iguana's first N64 game and was released within three months of the console's launch in 1996. Its bloody, action packed gameplay was a pleasant alternative to the cutesy games that had already appeared on the system, and as such it was snapped up by adult and younger N64 owners even while it had a pricepoint of \$129.99. Like Mario, Turok was seen as a quantum leap over the Playstation and Saturn software with the game's awesome weapons being one of its main attractions.

Soon after Iguana released NFL Quarterback Club '98, which was the first game to run in the machine's high resolution mode of 640 by 480 pixels. Looking absolutely stunning, Quarterback also played quite well and set the standard for sports games on the N64.





The coloured lighting and hyper-smooth visuals set Forsaken apart from the rest of this year's N64 games



The fact that it allows us to run a game like Turok 2 in Hi Res means that visually we are on par with some of the most impressive games running on...



Forsaken followed four months later, with coloured lighting and hyper-smooth multiplayer action with 4 players on-screen. Side by side comparisons with the PC version, which ran on a PC costing a few thousand dollars, were very favourable for the N64 version. Iguana had even managed to get the lighting looking better than the PC version's did, which was no small effort.

WWF Warzone continued Iguana's commitment to making the most of the N64's high res mode. By using similar polygon models Iguana were able to run Quarterback in high res, but Warzone's graphics on the N64 were a little more difficult to achieve. Thankfully Iguana's programmers managed to get Warzone running at a smooth 30 frames per second, but their next title, Turok 2, would be even more difficult to get running in high resolution.

As luck would have it, Iguana had previously heard of the N64 memory expansion cart and planned to use it in Turok 2 to enable the machine to store the game's complex textures needed for high resolution. David Dienstbier from the Iguana explains: "The extra RAM does not allow the N64 to draw more poly-





Will Shadowman be the 'Tomb Raider' for the Nintendo 64? Only time will tell...

gons, it simply does away with RAM issues associated with the base unit. There are many factors that can cause performance problems in a game. Often these sorts of things may have nothing to do with CPU performance or Draw time and may simply have to do with running out of RAM. By doubling the amount of system RAM, we can double our buffers, allowing more animations, textures, and geometry (buildings, people etc) to be held in Ram where we need it. Without the extra RAM, the machine needs to swap more data in and out of the limited amount of ram which can cause little performance hitches from time to time, and cause the game to slow down while it frees up RAM for the new objects, characters etc. The 4 meg expansion pak allows us to do away with these problems. The fact that it allows us to run a game like Turok 2 in Hi Res means that visually we are on par with some of the most impressive games running on accelerated PCs costing thousands of dollars. This is exactly the sort of thing that Nintendo needs in order for the Nintendo 64 to continue to succeed in the marketplace".

Darrin Stubbington from the US Iguana team added, "We will continue to support the Pak, and future games will run smoother because of it. Additionally, with our sports line, you will see additional improvements such as far longer instant-replay times, as well as more complex A.I".

As mentioned, Iguana's also moving forward the boundaries of censorship in an effort to provide more mature games for N64 owners and two of their future titles, Shadowman and South Park will be sure to rustle things up a little down at the censorship board's HQ. The first, Shadowman, is based on a comic book character whose background is violent, dark and gothic. We asked Jason Falcus for an update and some background info on the game.

Shadowman currently does not have a firm release date, but you can expect it early next year. The game is very mature, with the whole dark nature of Shadowman giving gamers a very different game experience



South Park 64 will be based on the Turok 2 engine meaning that it will be a 3D shooting game - with multiplayer support!



Nintendo's own software continued to sell incredibly well, but third party software support was.



than previously available to N64 owners. Shadowman is a huge, non-linear adventure spread between two worlds - Liveside (the real world), and Deadside (where everyone goes when they die). Shadowman is the walker between the worlds. He must travel to Deadside and prevent the coming Apocalypse. The game involves exploration, action, platform and RPG elements. Several unique weapons are included, and it's all topped off with a healthy dose of voodoo magic!"

Billed as a cross between Tomb Raider and Resident Evil, Shadowman certainly looks like it could be one of the best action games on the N64, and with its unique control method that allows you to carry out more than one action at a time, it may be the next step in 3D gaming as well.

The second huge post Christmas game from Iguana will be the current TV hit, South Park. Although initially overwhelmed to hear that a programming team with the skills of Iguana were to be responsible for the N64 version of the game, our minds got to thinking about what type of game it would actually be. For those who don't already know, South Park 64 will be based on the Turok 2 engine meaning that it will be a 3D shooting game - with multiplayer support! We quizzed Darrin Stubbington on the game and he had the following to say: "We actually had all the voice actors from the cartoon record the voice sessions for the game. There are 1000's of new phrases that will be available only in the game, and the entire script is all new and custom designed for the game. As for censorship, we've maintained the standards seen in the TV broadcasts, and with very few exceptions were able to work with Nintendo to create the content this game deserves. The game is first person based, with multiplayer and single player games. In the single player game you go on a quest to protect South Park from invasion and conquest... it is very, very funny to see and hear. The weapons are based on events and items from the cartoon, but with some added twists for the game. For instance, there is a Cow-Launcher which literally dumps a cow on your enemies, with hilarious results!"

N64 Gamer was lucky enough to recently get their hands on a preview version of the game, and we're mighty impressed with what we saw. Like Turok 2, South Park 64 will use the 4 meg ram expansion pack to attain the N64's high resolution mode, and even in the game's early state the frame-rate was very smooth and the game was highly playable. The weapons are the funniest thing about the game, with fart guns and cow launchers providing the most laughs in the N64 Gamer office. You get the chance to play as Kyle, Stan, Cartman or Kenny in the game's single player mode, but in the multiplayer mode even more characters are available for use. Yes - you can even get up to some old fashion lovin' with Chef in the game's multiplayer mode. What's most impressive about the game though, is the speech that comes packed into the cart. An almost constant barrage of speech is throw your way as you play through the single player game (with some speech in the mutlplay mode as well), with great lines from Cartman being some of the highlights.

Even with these two landmark titles on the way, Iguana are hard at work on sequels to their already successful WWF, NHL Breakaway and All Star Baseball games.

Darrin Stubbington WWF:Attitude, the name of the sequel to WWF Warzone, is well underway and will be released next year, as planned. The exact details of additions, new modes, new wrestlers, etc. is still



considered 'secret'. However, rest assured the game will be bigger, better, and even more fun to play than Warzone". "The new, next generation sports engine that has been developed for NHL '99 and All Star Baseball 2000 is a considerable improvement over last year's code. This will enable us to once again set new standards for realism in our products. Currently, most of our sports games are being developed using derivatives of this engine, albeit a customized version for each game. Of course, these products will also support the memory expansion pak, which will further add to the sports enthusiast's enjoyment".

Also worth noting is that Iguana are currently working on a 'Top secret' soccer game that they will launch on the N64 next year. Considering the quality of visuals and gameplay in Iguana's other sport games then the best N64 soccer game may well be on its way from this software company as well.

Aside from Nintendo themselves, Iguana are the developer of the best games on the N64 and you can expect this trend to continue well into 1999. Turok 3 next year? Nothing's out of the question...



South Park certainly will be one of the biggest titles on the N64 when it's released early next year.



Multiplay South Park should be a bloody ball!

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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VICTORIA

San Francisco Rush - \$70 with cheats, box and manual.
Peter Supernak
12 Narebar Crt Melton 3337

Super Mario 64 - \$35, Snowboard Kids - \$35, or \$60 for both. Will swap for WWF Warzone.
Damon, Mornington Peninsula
(03) 59831400

mario 64 and box in mint condition. Will swap for 1080 Snowboarding.
James.
(03) 54295984

Diddy Kong Racing - \$40, Fighters Destiny - \$50, Lylat Wars (no rumble) - \$40, Mario Kart 64 - \$40, Pilotwings - \$30, San Francisco Rush - \$50, Super Mario 64 - \$40, Top Gear Rally - \$50. All

games in mint condition.
Daniel, Melbourne
(03) 94869661

Lylat Wars and Rumble Pak - \$70, Super Mario 64 - \$50, or both for \$110. Will swap for WWF Warzone. Both games boxed with instructions.
Daniel Emberson, Elmore
(03) 54326120
e-mail: embo@river.net.au

Bomberman 64 - \$40. Boxed with instructions in brand new condition.
Rustum, Chelsea
(03) 97763090

F1 Pole Position - \$45. Mint condition.
Daniel, Melbourne
(03) 93092693

Shadows of the Empire - \$50. With manual and in excellent condition. Will swap for Diddy Kong Racing, ISS64, WWF Warzone, San Francisco Rush or Wave Race.
Rupert, Melbourne
(03) 98221519

Yoshi's Story in good condition. Will swap for San Francisco Rush or WWF Warzone.
Adrian Patra, Brunswick
(03) 93880723

Shadows of the Empire - \$60, Crusin USA - \$50, Killer Instinct Gold - \$60 or \$160 the lot. Will swap for Blast Corps, Turok, WWF Warzone, ISS64 or any other good games.
Matt, Viewbank
(03)94595645

Wanted: 1080 Snowboarding in box with manual. Will pay \$50.
Aron, Pakenham
(03)59402084

Wanted: San Francisco Rush, Wetrix, Bomberman 64, Blast Corps, Lylat Wars + rumble pak, Rampage, Snowboard Kids, Green and Red controller, N64 controller pak, Wave Race 64, ISS64, Aero

Gauge, Crusin' World and F-Zero X. All games must be boxed with manuals and in excellent condition.
Matthew McLeod, Cranbourne
(03) 59903943
Top gear Rally - \$55. With booklets and box and cheats.
Andrew, Moe
(03) 51272912

World Cup '98, Diddy Kong Racing and NBA Hangtime - \$50 each. All with boxes and instructions. Will swap for Fighters Destiny, Forsaken, 1080 Snowboarding or any other good games. Also, Mad Catz Steering Wheel - \$100.
Magnus, Chirnside Park
(03) 97271139

Wanted: NBA Hangtime. Will swap for Fighters Destiny.
Chris O'Brien
(03) 94311472

N64 Console with 4 pads - \$100. Mario 64 - \$20, Mario Kart - \$20, Wave Race 64 - \$15, MK Trilogy - \$10, Duke Nukem 64 - \$20, Diddy Kong Racing - \$20, Goldeneye - \$25, Forsaken - \$30, Banjo-Kazooie - \$30, Lylat Wars with rumble pak - \$15, Blast Corps - \$10, Rumble Pak - \$5, Mem Pak - \$5. SNES Console with 10 games (Mario World, Mario Kart, Yoshi's Island, Doom, Donkey Kong Country 1,2 &3, Mario All Stars, Streetfighter 2 Turbo and Mortal Kombat). All games \$10 - \$30 each, SNES Console - \$30. Buy the N64 and all the games and receive the SNES and all its games for FREE!!!
Joshua Tandberg, Vermont
(03) 98849427

Blast Corps - \$45. Will swap for Pilotwings 64, Duke Nukem 64 or Lylat Wars.
Dinny McGettigan, Ballarat
(03) 53347398

Shadows of the Empire - \$50. Will swap for San Fran Rush, Banjo, Quake 64, WCW Vs NWO, Airboarders, F1 World GP, Turok, NFL Quarterback or 2 controllers. Also, Gameboy and Ferrari Grand Prix Challenge - \$35 or near offer.

Simpsons 64?



This 'Bartality' was drawn by Tony Malkin

Jeremy, West Footscray
(03) 96870829 or
jeremybarnes70@hotmail.com

Lylat Wars with rumble pak,
instructions and box - \$50.
Ben, North Carlton
(03) 93880229

Gameboy games for sale:
NBA Jam - \$15, Kid Icarus - \$15
and Probotector - \$15. All with
boxes and instructions. Wanted:
Boogerman (SNES), Separation
Anxiety (SNES), Battletoads in
Ragnarok World (GB).
Ben, Lilydale
(03) 97395696

**Star Wars Shadows of the
Empire** - \$50. In mint condition
with box and instructions.
Chris Harrigan, Kew East
(03) 9859 4020

Diddy Kong Racing,
Bomberman 64 - Will swap for
1080 Snowboarding, F-Zero X,
ISS'98 or any other good games.
(03) 98988319

Extreme G. Will swap for
Goldeneye.
Kris, Kerang
(03) 5452 1732

Banjo Kazooie - \$50, Yoshi's
Story - \$40, Wave Race - \$40.
Will swap for 1080 Snowboarding,
Mischievous Makers, Mystical Ninja,
F-Zero or Gex 64
Steven Barrow
(03) 50331023

Yoshi's Story - \$45, or will
swap for Goldeneye.
Gabriel Herrera, Mooree Ponds
(03) 93754108

Diddy Kong Racing and
Pilotwings 64 - Both for \$100 .
Will trade for NHL Breakaway '98
or Wayne Gretzky's 3D Hockey.
Charlie, Hawthorn
(03) 98187886

Mortal Kombat trilogy - \$65
or will swap for MK4 or Duke
Nukem 64.
Bassam, Melbourne
(03) 93871436

Mario Kart 64 - \$40, Blast
Corps - \$40. Will swap for
Goldeneye, WCW Vs NWO,
WWF Warzone or ISS'98. Both
games have manuals and boxes
and are in mint condition.
Owen Weller, Blackburn
(03) 98934488

NSW

Bomberman 64 - \$40, Killer
Instinct Gold - \$40, Yoshi's Story -
\$50, Diddy Kong Racing - \$55, GT
64 - \$60.
Ricky, Cherrybrook
0411833523 or
(02) 96348174

Mission Impossible,
MK4 - \$50 each, 1080
Snowboarding - \$40, Diddy Kong
Racing - \$20, Top Gear Rally -
\$25, WCW Vs NWO - \$30,
Fighters Destiny - \$30. All come
with manuals and boxes.
Andrew, Lane Cove, Sydney
(02) 94275797

Mortal Kombat Trilogy
and NBA Hangtime. Will swap for
Bomberman 64, Multi Racing
Championship, Madden 64 or any
good N64 game.
A. Greg
(02) 96542834

**Super NES console with 2
pads** - \$40, Super Mario Kart -
\$30, Michael Jordan - \$30, Nigel
Mansel's G Prix Racing - \$30,
Super Gameboy - \$50. The lot for
\$185 with another free Gameboy
game.
Trevor Turner, Pendle Hill
(02) 9631 3202

Clayfighter 63 1/3 - \$45.
Piotr Krysiak, Bossley Park
(02) 96104953

Mario Kart - \$40, Shadows of
the Empire - \$45, Multi Racing
Championship - \$40, or all for
\$120. All with boxes and instruc-
tions. Will swap for Banjo-
Kazooie, WWF Warzone, WCW
Vs NWO, Forsaken or Mario 64.
Miles, Petersham
(02) 9560 0916



Scott Bonanno sent in this cool Banjo pic.

Banjo Kazooie - \$70, Super
Mario 64 - \$50. Both in great
condition.
Scott
(02) 43331220

Pilotwings 64 with box and man-
ual - \$40 or will swap for Fighters
Destiny, Goldeneye or Turok.
Josh, Narromine
(02) 68891826 3:30 - 5:30

Nintendo 64 console with
Goldeneye, Killer Instinct Gold,
Two controllers, rumble pak and
RF adaptor - \$300 or near offer.
All brand new with boxes.
(02) 47 822732

Quake 64. Mint condition with
box and manual. Will swap for
Duke Nukem 64.
Daniel, Earlwood
(02) 9558 3297

Blast Corps, Lylat Wars, Top
Gear Rally - All \$40 each. Will
swap for Wayne Gretzkys Hockey,
Clayfighter or World Cup '98
D. Campbell, Castle Hill
(02) 98949997

Lylat Wars - \$65.
Brian, Oakhurst
(02) 96752353

Duke Nukem - \$50, Nagano
Winter Olympics - \$60, Top Gear
Rally (NTSC) - \$70. Will swap for
1080 Snowboarding, ISS'98, MK4,
NFL'98 or WWF Warzone.
(02) 93262393

Mario Kart 64. Will swap for
All Star Baseball '99 or Ken
Griffey Baseball.
Ben
(02) 43347131

Super Nintendo with 2 controls, Busby the Bobcat and Donkey Kong Country 2, with boxes and manuals - \$80 the lot, or will swap for a good N64 game. Will sell SNES games separately.
Brent Peterson, Meerschaum Vale
(02) 66834148

Mortal Kombat 4 - \$80. With box and manual. Will swap for WWF Warzone.
Jeff, Doonside
(02) 9831 5163

Diddy Kong Racing - \$45, NFL Quarterback Club 98 - \$60, Quake 64 - \$60. Will swap for F-Zero X.
Matt Wright, 20 Bindon Place
Kellyville NSW 2155

Diddy Kong Racing. Will swap for San Francisco Rush or Mario Kart.
Ben Scobie, Northbridge
(02) 99672426

World Cup '98 - \$55. Will trade for Banjo-Kazooie, Mission Impossible, F1 World GP, or any other good N64 game.
Jo Yoon, Caringsbah
(02) 9525 1323

NHL Breakaway '98 - \$45, GT 64 - \$45, Dark Rift - \$30, F1 Pole Position 64 - \$35, Automobili Lamborghini - \$40 or will swap the lot for a Playstation with controller and 1 or two games.
Michael, Eden
(02) 64963287

N64 console with 1 controller, rumble pak and WCW Vs NWO, Lylat Wars, Wave Race, Diddy Kong Racing, Goldeneye, Killer Instinct Gold. All boxed with instructions for \$400 or near offer.
John, Toongabbie
(02)9636 8875

Diddy Kong Racing - \$45, or will swap for Tonic Trouble, Space Station Silicon Valley or Buck Bumble.
Nicky, Newtown
(02) 95192172

Mortal Kombat Mythologies,



Another Aartist's impression of Banjo, by Peter M

Blast Corps, Shadows of the Empire and Fighters Destiny - \$30 each or will swap for San Francisco Rush, Banjo Kazooie, Top Gear Rally, F1 World GP or Chopper Attack.
Gareth and Rodney Adams, Narrandera
(02) 69593079

Mission Impossible - \$70, Duke Nukem 64 - \$50, Nagano - \$60 or will swap for All Star Baseball '99.
(02) 93262393

Mario 64 - \$50 with booklet and box. Will swap for 1080 Snowboarding, Turok or Diddy Kong Racing.
Louis
(02) 47586033

1080 Snowboarding - \$60, Diddy Kong Racing - \$40, Quake 64 - \$40, Tetrisphere - \$35, Lylat Wars - \$35.
Ryan, Port Macquarie
(02) 65 851220

Goldeneye - \$25, F1 World GP - \$45, All Star Baseball '99 - \$45, Forsaken - \$40, Mission Impossible - \$40. Will swap for; Super Mario 64, Lylat Wars (with rumble pak) or Wipeout 64.
Eric, Bossley Park
(02) 96108404

Gameboy camera and printer. Excellent condition with manual and box - \$170.
Ricky Heinrich, Yarralamla
(02) 62824204

Mario 64 - \$35, Blast Corps - \$30. Both with instruction books.
Damien Tarbox, Kempsey
(02) 65627797

Forsaken - \$65 not opened. Extreme G - \$35. Will swap for Turok.
Russell, Baulkham Hills
(02) 9624 4635

Fighters Destiny. 1 month old, will swap for MK4.
Zein
(02)95548207

Forsaken, Killer Instinct Gold, Mario 64, Shadows of the Empire or Pilotwings to swap for International Superstar Soccer, Rampage, Banjo-Kazooie or MK4.
Hamish, Nelson Bay
(02) 49811150

Top Gear Rally. Will swap for any good N64 game.
Chris, Sydney
(02) 96541471

Diddy Kong Racing - \$45, or will swap for Lylat Wars.
Matthew Cordery, Lismore
(02) 66244777

Fighters Destiny - \$70, Mace - \$65, Lylat Wars - \$75, Forsaken - \$80, Super Mario 64 - \$35, Crusin' USA - \$40. Will swap for Banjo-Kazooie, 1080 Snowboarding, All Star Baseball '99, Quake 64, Mission Impossible, F-Zero X, Crusin' World or Waialae Country Golf.
Keith, Belmore
(02) 97183983

Forsaken - \$55. As new condition.
Wayne, Newcastle
(02) 49422897

Mortal Kombat Mythologies - \$50, Nagano Winter Olympics - \$80, Mario Kart - \$70, Lamborghini 64 - \$60. Will swap for World Cup '98, Banjo-Kazooie, Super Mario 64, WCW Vs NWO, Goldeneye, WWF Warzone, Crusin' USA, Bomberman 64, or any other good games. Mad Catz Steering Wheel - \$100. SNES

Console with two controllers - \$40,
Super Mario All Stars - \$20, Super
International Cricket - \$20.
Mitchell, Glen Alpine
(02) 46253955

Wave Race - \$50, Mortal
Kombat Trilogy - \$45, or both for
\$80. Will swap for other N64
games. Also for PC: Magic the
Gathering - \$35, Fury 3 - \$40,
Caesar 2 - \$35 or 2 for \$60 or
three for \$85.
Joe, Glebe
(02) 96608461

Diddy Kong Racing - \$50,
Forsaken - \$65. Both boxed with
manuals and in excellent condition.
Phillip Paul, Rankin Park
(02) 4957 7374

GT 64 - \$70, Snowboard Kids -
\$30, Diddy Kong Racing - \$40,
Mario Kart 64 - \$40, Yoshi's Story
- \$40. All boxed with manuals and
in excellent condition.
Eli McGeever, Blue Knob
(02) 66897258

San Francisco Rush,
Doom 64, Super Mario 64, Killer
Instinct, Blast Corps, Lylat Wars
with rumble pak, ISS64, Crusin'
USA, Top Gear Rally - The lot for
\$450 - \$500. Will swap for Mario
Kart, WWF Warzone, Goldeneye,
1080 Snowboarding, Banjo-
Kazooie or any other good game.
Dean Norris, Kempsey
(02) 65671570

**Wave Race and Pole
Position 64.** Will swap for any
soccer game or wrestling game or
Banjo-Kazooie, Goldeneye or
Aerofighters Assault.
Tom, Sydney
(02) 96659847

Lylat Wars and rumble pak -
\$40, Crusin' USA - \$35. Will swap
for any game.
JD, Sydney
(02) 91308135

Goldeneye - \$45, Lylat Wars -
\$55. Both boxed with manuals.
Will swap for WCW Vs NWO,
1080 Snowboarding, or WWF
Warzone.

Ricky, Wauchope
(02) 65864571

WCW Vs NWO - \$70. Will swap
for 1080 Snowboarding.
Brad, Orange
(02) 63626117

Top Gear Rally -
\$40, or will swap for 1080
Snowboarding, Super Mario 64,
Snowboard Kids, or Fifa:Road to
the World Cup'98.
Chris, Abbotsford
(02)97125648
4:30-7:30 weeknights.

Multi racing Championship -
\$40. Will swap for San Francisco
Rush.
Owen Preston,
(02) 9497 2429

Diddy Kong Racing and
Clayfighter 63 1/3. Wanted to
swap for San Francisco Rush or
Mario 64.
James Kenny, Willoughby
(02) 99672746

WWF Warzone, San Francisco
Rush, Diddy Kong Racing, Mission
Impossible, Mortal Kombat Trilogy,
NBA Hangtime, Goldeneye and
Extreme G, all in mint condition.
Will swap for any good N64
games.
Paddy, Glebe, Sydney
(02) 96920378

Mario 64 - \$45, or will swap for
WCW Vs NWO, WWF Warzone,
Banjo Kazooie, Turok, Forsaken or
Lylat Wars.
The Goldeneye Master
(02) 96801958

SOUTH AUSTRALIA

Original Gameboy -
\$20, Gameboy pocket - \$50, night
sight - \$5, carry case - \$5, Desert
Strike - \$25, V-Rally - \$30, Kirby's
Dream - \$15, Donkey Land 1 & 2 -
\$25, Galaga and Galaxian - \$10,
Nigel Mansel's Racing - \$15,
Worms - \$20, Mario Golf - \$10, Dr
Mario - \$10, or the lot for - \$230
or near offer.
David

(08) 83860632 between 3:30pm
and 5pm

Blast Corps - \$40, Lylat Wars -
\$40. In good condition with
instructions.
Joseph, West Beach
(08) 82350931

Shadows of the Empire.
Will swap for Banjo-Kazooie,
Diddy Kong Racing, WCW Vs
NWO, Doom 64 or any good N64
game.
0418281891

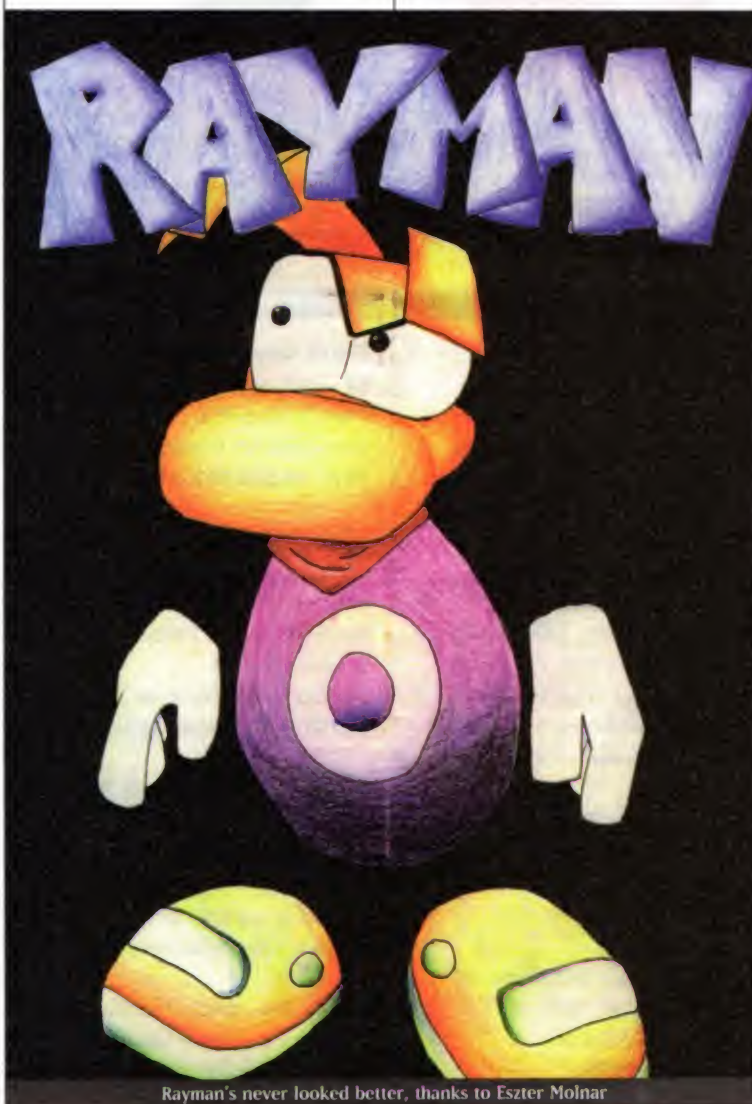
QUEENSLAND

Mission Impossible -
\$80 perfect condition, will swap
for Forsaken or MK4.
Stephen, Brisbane
(07) 33457112

Bomberman 64 -
\$50, Blast Corps - \$35. Also
Mario Kart to swap. Wanted:
Duke Nukem.
Michael,
Lot 29 Mcpherson Rd
Chambers Flat,
Queensland 4133

Mario 64, Extreme G and
Mischief Makers for swap.
Wanted: San Francisco Rush,
Duke Nukem 64, Mortal Kombat
4, 1080 Snowboarding, Diddy
Kong Racing, Mario Kart and Top
Gear Rally.
Ryan Burton,
1 Parakeet Crt
Wurtulla, Queensland. 4575

WWF Warzone - \$80. Universal
Carry case +1 Superpad 64 + a
4in1 memory card and a N64 con-
troller - all for \$80, or with WWF
Warzone for \$120.



Rayman's never looked better, thanks to Eszter Molnar



Our thanks goes out to Justin. D. who sent in this stylish piece of Yoshi artwork

Mark Timbs, Eagleby
(07) 38070139

Top Gear Rally - \$70, or will swap for WCW Vs NWO.
Tristan Giles, Charters Towers
(07) 47872191

Kobe Bryant's NBA Courtside - \$65, Multi racing Championship - \$60, Goldeneye - \$40. All games in perfect condition with instructions and boxes. Will swap for Forsaken, 1080 Snowboarding, WWF Warzone, ISS'98, All Star Baseball '99 or any other good games.
Christian, Brisbane
(07) 32618314

Blast Corps - \$40, Doom 64 - \$35, or both for - \$70.
Troy, Mermaid Waters
(07) 55754955

Blast Corps - \$40, Mario Kart 64 - \$40, or will swap both for F1 World Grand Prix.
James Somers, Bundaberg
(07) 41528587 after 3:00pm

Diddy Kong Racing - \$60, Top Gear Rally - \$60, Lamborghini 64 - \$50, Extreme G - \$50, or will swap for Killer Instinct Gold, MK4 or Crusin' world.
William Bauer, Clermont
(079) 49832952

WCW Vs NWO: World Tour - \$55, WWF Warzone - \$85.
Yarden Malecki,
P.O Box 5887
G.C.M.C Qld, 9726 or
e-mail: xundertaker@hotmail.com

Mario 64 - \$40, Shadows of the Empire - \$40, Pilotwings - \$35. Will swap for 1080 Snowboarding or any good game.

Jim, Sunshine Coast
54784794

Quake 64, Duke Nukem, Doom, F1 Grand Prix, Turok, Diddy Kong Racing, San Francisco Rush and Blast Corps. Will swap for MK4, F-Zero X and any other N64 games.
Carl, Mondure
(07) 41689843

Mission Impossible - \$75, NHL Breakaway '98 - \$75. Both in great condition with box and instructions.
David, Tweed Heads
(07) 55998077

Shadows of the Empire - \$45. Will swap for another good game.
(07) 41595054

Doom 64 - \$50. Will swap for Goldeneye, Duke Nukem or Turok.
Mitchell, Beenleigh
(07) 38076858

Turok - \$60, Banjo-Kazooie and Lylat Wars will swap for F-Zero X, Diddy Kong Racing, Mission Impossible, MK4, WWF Warzone, WCW Vs NWO and other games considered.
Michael, Hillcrest
(07) 38067792

1080 Snowboarding - \$60, Super Mario 64 - \$50, Rumble Pak - \$20. Will swap for Banjo-Kazooie, NFL Quarterback Club '98, Mission Impossible, All Star Baseball '99 MK4 or V-Rally 64.
(07) 41233296

Doom 64 - \$50. Will swap for MK4 or Gex 64.
Lawrence
0418748656

Snowboard Kids. In mint condition. Will swap for any game.
Clinton, Forestdale
(07) 38005720

Bomberman 64 - swap for Killer Instinct Gold, WCW Vs NWO or Wave Race 64.
Hayden, Tweed Heads
(07) 55998442

Top Gear Rally - \$40, Rumble

Pak with batteries - \$20, Crusin' USA with box and booklet - \$30, or will swap for 1080, Mission Impossible, Wipeout 64, F-Zero X, Nascar '99, Banjo-Kazooie, Diddy Kong Racing or Wave Race 64.

Gameboy games for sale: Wario Blast featuring Bomberman with case - \$25, Meteoroid 2 with case - \$25, Super Marioland 2 with case - \$35.
Zac,
(07) 49585608

WESTERN AUSTRALIA

Shadows of the Empire - \$50, Mission Impossible - \$80. Games are in good condition with boxes and instructions. Will swap for MK4 or any good games.
Justin
(08) 95721710

F1 Pole Position - \$50, Shadows of the Empire - \$40, or \$85 for both. Gameboy console with Nigel Mansel's World Championship, Tetris, Mario and Yoshi and Space Invaders for \$110.
Travis Staines,
10 Cross St, Augusta 6290

Killer Instinct Gold, and Shadows of the Empire - \$45 each or \$85 for both.
James,
7 Greenmount Heights Hill
Perth, WA 6025

Top gear Rally - \$65, Quake 64 - \$60 or near offer for both. Will swap for Wayne Gretzky '98, NHL Breakaway or any other good games.
Chris, Perth
(08) 93861639

Turok - \$50. Gameboy console with Mario's Baseball, Nigel Mansel's Racing and Gameboy Gallery 5 in 1 - \$50, or will swap for Mario Kart 64, World Cup '98 F1 World GP or Forsaken.
Ben Hosking, Dunsborough
(08) 97568905

Mission Impossible - \$85. Brand new.

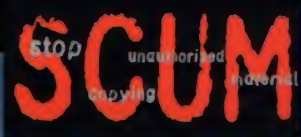
Who's really getting hurt by game piracy?



Pirating is not just copying, it's stealing. Every illegal copy robs money from the game developers and that means there's less to spend on creating the next generation of games.

If it doesn't stop, the flow of ground-breaking new games will. And in the end, you'll be the one who gets hurt most by piracy. So don't support pirates. Report them. Phone 1800 248 885

or visit www.scum.com.au



A V S D A
Australian Video Software Distributors Association Inc.

Lucas, Dernancourt
(08)337 3487

San Francisco Rush and Mad Catz wheel - \$170, Lylat Wars - \$50, Diddy Kong Racing - \$50. Will swap for WCW Vs NWO, Wave Race, Mario Kart, Mace, MK4, 1080 Snowboarding, Banjo-Kazooie, F-Zero X
Perth

(08)94461328

Lylat Wars (no rumble pak) - \$55, Top Gear Rally - \$60. Will swap for MK4, WWF Warzone, Mission Impossible or F1 World GP.

Tom, Ocean Reef

(08) 94017425

Quake 64 and Killer Instinct Gold. Will sell for reasonable price.

Sean, Perth

(08) 92718290

Green Gameboy and Donkey Kong Land 2, Mario Golf, Mario Baseball and 4 in 1 game - \$45.

Jack, Macksville

(02) 65681388

Mario Kart 64. Will swap for any game.

Ryan Clark, Bunbury

(08) 9795 8493

Mad Catz Analogue steering wheel with built in rumble pak, as new condition - \$100.

Andrew, Perth

(08) 94096531

WCW Vs NWO - \$50, Goldeneye - \$50, Super Nintendo - \$60, normal SNES controller - \$20, Honeybee SNES controller - \$25. SNES games: MK2 - \$20, Mario All Stars - \$15, Earthworm Jim 2 - \$25, Donkey Kong Country - \$20. Will negotiate prices.

Alex Glasson,

45 Matthew Ave

Lemming, W.A 6149

Shadows of the Empire - \$45, or will swap for Forsaken.

Newton, Florea Park

(08) 93872315

Top Gear Rally and Super Mario 64 wanted to swap for Buck

Bumble or Mission Impossible.

Andrew, Heathridge

(08)94023036

Banjo-Kazooie - \$50, Yellow N64 controller (with box) - \$25. NTSC version of Doom - \$30.

Chris

(08)9409 7733

TASMANIA

Diddy Kong Racing - \$50, Multi Racing Championship - \$50, Crusin' USA - \$50. Will consider swaps.

(03) 62721746

NEW ZEALAND

Bomberman 64 - \$40, Mortal Kombat trilogy - \$50.

Craig, Wellington

(04) 4764738



Darrin Foster's Turok pic was our personal favourite this month. Well done!

Poo - Crap Game New Game



1080 Snowboarding

Graphics 4 • Sound 4 • Gameplay 4
Racing • 1-2 players • Nintendo • Rumble • \$99.95

Overall 9

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.

Aeroguage

Graphics 3 • Sound 2.5
Gameplay 3 **Overall 6.5**
Racing • 1-2 players • Nintendo
No Rumble • \$99.95

• The free-floating Wipeout-style driving is a nice concept for a racing game, but somewhere along the way it all falls to pieces. A huge amount of pop-up, overly hard opposing drivers, and a lack of realism in the crafts handling make this a game that's best left for hiring on weekends.

Airboarders

Graphics 3 • sound 3.5 •
Gameplay 3 **Overall 6.5**
Racing/Sports • 1-2 Players
Nintendo • No Rumble • \$ 79.95

• A rather good graphics engine, and the ability to board over any obstacle in the game make Airboarders sound like one cool game. Unfortunately, the game falls down from there, with little replay value, no Vs CPU option and a racing engine that grows boring very



All Star Baseball '99

Graphics 4.5 • Sound 4.5 • Gameplay 4.5
Baseball • 1-4 players • Roadshow • Rumble • \$99.95

Overall 9

• This, without a doubt, is the best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.

quickly. It's worth a look for the game's great, open courses and the cool tricks you can pull off but it all grows tiring very quickly.

Automobili Lamborghini



Graphics 4 • Sound 3.5
Gameplay 3.5 **Overall 8.5**
Racing • 1-4 Players • Activision
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine noises make this a game that's definitely worth a look.

Bio Freaks



Graphics 3 • sound 2.5 •
Gameplay 2.5 **Overall 7**
Fighting • 1-2 Player
GT Interactive • No Rumble

• Without a doubt the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine is overshadowed by the cheap 'n' nasty projectile weapons each character has, as you hardly ever get the chance for some real, beefy up-close combat as the cheap moves are too irresistible not to use. Worth a look just to see how far programmers can push the game's censorship board...

Body Harvest



Graphics 3 • Sound 2.5
Gameplay 3 **Overall 7.5**
3D Shooter • 1 Player
GremIn • Rumble • \$99.95



Banjo-Kazooie

Graphics 4.5 • Sound 4 • Gameplay 4
Nintendo • Rumble • \$79.99

Overall 9

• One of the best looking games on the N64 also happens to be one of the most fun-filled games as well. Huge, beautiful 3D worlds are filled full of simple and complex tasks that will see players glued to this game for weeks on end. Not quite as polished as Mario 64, but more varied and just as enjoyable.

You take charge of a time travelling hero who's out to stop aliens who plan to devour the entire human race. You also get to control over 60 different vehicles in this fully 3D shooting fest. Nice ideas are somewhat ruined by the game's sloppy 3D engine with glitches and slow frame-rates that really hinder the game's enjoyment. Still, the nice game ideas and sheer size of the 3D worlds make it worth a look.

Bomberman Hero



Graphics 2 • Sound 1
Gameplay 2.5 **Overall 4**
3D Platform • 1 player
Nintendo • Rumble • \$59.95

Arguably one of the best multiplay games ever has been practically crippled in this latest version of the Bomberman saga. There's no multiplayer mode in this game. Yep, that's right; no multiplayer mode. On top of that the game is simple - bordering on dead easy - and the graphics and gameplay do little to make up for the abomination that is the omission of a multi-player mode in a Bomberman game. Really die hard fans need only apply...

Buck Bumble



Graphics 3 • Sound 4
Gameplay 4 **Overall 8.5**
3D Shooter • 1-2 players
Nintendo • No Rumble • \$99.95

The creators of the original SNES Starfox are back with a game that provides a great mix of 3D flight and shooting action. Buck Bumble is an interesting character in an interesting 3D world with plenty of action and tonnes of levels to keep gamers playing for months. The visuals are by no means the best on the N64, but the shooting action and the variety of weapons make this a game that's recommended for action fans. Well worth a look.



Graphics 2.5 • Sound 2.5
Gameplay 4 **Overall 8**
Puzzle/Platform • 1-4 players
Roadshow • No Rumble • \$99.95

• This game is basically the same puzzle romp as Bust a Move 2, except that it has a four player mode. Still, the mul-

tiplay action is some of the most fun you'll ever have on the N64. If you love puzzle games then this is a must, but if you have the original then you shouldn't part with your extra cash.

Bust-A-Move 2



**Graphics 2 • Sound 3
Gameplay 4** **Overall 8**
**Puzzle • 1-2 Player • Roadshow
No Rumble • \$99.95**
• You may laugh at the sad graphics but Bust-A-Move 2 relies on its solid puzzle gameplay that's been tried and tested on many formats before the N64. Shoot coloured balls at other coloured balls - sounds simple but this game will be the result of many sleepless nights and a general fall in gross domestic revenue as normal hard workers take sickies just to play endless hours of this game.

Chopper Attack



**Graphics 3.5 • Sound 4
Gameplay 3.5** **Overall 7**
**3D Shooter • 1 Player • Midway
Rumble • \$99.95**
The 3D version of the Desert Strike series, Chopper Attack features good 'shoot 'em up' gameplay, great music and plenty of different choppers to fly with. The visuals are a bit dull and lifeless in colour and the fact that the game only has six levels will mean that reasonable gamers will finish it way too soon. A perfect rental game.

Crusin' World



**Graphics 3.5 • Sound 3.5
Gameplay 3** **Overall 7**
**Fighting • 1-4 Players • Nintendo
Rumble • \$79.95**
A much better driving game than

the original Crusin' USA in every way. Smoother graphics, better gameplay and more tracks... Still, the game is a bit of a bore in single player mode, but plug in a few pads and the game really has some enjoyable moments and is a great deal of fun.

Dark Rift



**Graphics 2.5 • Sound 2.5
Gameplay 2.5** **Overall 6.5**
**Fighting • 1-2 Players • Gt Interactive
No Rumble • \$99.95**
• The first game to run at a smooth 60 frames, Dark Rift is an average fighter that looks a little dirty and dark in the visual department. Some characters are fun to use, but fighting game freaks will tire of the game's characters and their somewhat limited combo system quickly.

Dual Heroes

**Graphics 1 • Sound 1
Gameplay 1** **Overall 2**
**Fighting • 1-2 Players • Nintendo
No Rumble • \$59.95**
• This game hasn't been given the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!



Diddy Kong Racing

Graphics 4.5 • Sound 3.5 • Gameplay 4 **Overall 9**
Racing • 1-4 Players • Nintendo • Rumble • \$79.95
• DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game from Rare.

Duke Nukem 64



**Graphics 3.5 • Sound 3.5
Gameplay 3.5** **Overall 8.5**
**3D First Person Shooter • 1-4 Players
Gt Interactive • No Rumble • \$99.95**
• Again, this ain't no Goldeneye but Duke has his fair share of really enjoyable gameplay. Great weapons and meaty sound effects make you forget about the ugly 2D monsters. Special mention goes to the multiplayer mode, which is some of the best fun a couple of friends can have on the N64. Totally overpowered weapons make for some great, cheap, one-sided victories!



**Graphics 3 • Sound 3
Gameplay 4** **Overall 7.5**
**Racing • 1-4 Players • Roadshow
Rumble • Price: \$99.95**
As a racing game Extreme G 2 is beaten by Wipeout and F-Zero X in every single aspect. Graphics, gameplay and sound are inferior, but that's not to



Goldeneye

Graphics 4 • Sound 4 • Gameplay 4.5 **Overall 9.5**
3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$49.95
• The ultimate spy-guy game. Sneak around killing secret agents and infiltrating hidden enemy headquarters in a game that really puts you in the world of espionage. Great, powerful weapons really give a sense of impact, and the graphics are so realistic you really believe that you've become a secret agent! The multiplayer mode is one of the finest on the N64 and will be the cause of many late nights! A must at \$49.95!

say that the game isn't a decent racer. You can't help feeling that the programmers could have done a better job the second time around.

F-Zero X



**Graphics 4 • Sound 4
Gameplay 4.5** **Overall 9**
**Racing • 1-4 Players • Roadshow
No Rumble • Price: \$99.95**
Fast, furious gameplay combined with the smoothest visuals in a racing game on the N64 (60 frames per second) make this one hell of a racing game. There are plenty of tracks (over 30) and game modes to keep single players happy and the multiplayer mode is easily one of the best for the N64. Don't let the simple graphics fool you - F-Zero X is a total blast!

Fifa: Road to World Cup '98



**Graphics 3.5 • Sound 4
Gameplay 3.5** **Overall 8**

**Soccer • 1-4 Players
Electronic Arts • No Rumble • \$99.95**
• A much better attempt at soccer, this FIFA game features the full soccer license, better graphics and great sound effects and music. The framerate is still a little slow at times, but the game is more than playable and a good game in its own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.

Fighters Destiny



**Graphics 3.5 • Sound 3.5
Gameplay 3.5** **Overall 8.5**
Fighting • 1-2 Players • Roadshow • Rumble • Price: \$99.95
• The first real fighting game for the N64, Fighters Destiny has good characters, great moves and new concepts, like the ability to learn new moves and even take moves from your opponent in two-player mode. The visuals, although a little blurry, are smooth and well drawn. The game's fighting engine and combos will keep fighting game freaks busy for a long time to come.

GT 64

Graphics 2 • Sound 2.5 • Gameplay 3
Racing • 1-2 Players
Roadshow • Yes Rumble • \$ 99.95

Overall 6

What could have been the best racer on the N64 turned out to be a mediocre driving game at best. Choppy frame rates, blurry visuals and a difficult driving engine really stop this game from going anywhere. Make sure you rent this game before you even think of buying it.

GASP

Graphics 2 • Sound 2.5 • Gameplay 0.5
Fighting • 1-2 Players

Overall 2

GT Interactive • No Rumble • \$ 99.95
 A definite game that's in the running for worst N64 game ever. Horrid animation of the character's moves, boring attacks and lame characters make you wonder why this game was ever released.

Gex

Graphics 3 • Sound 3.5 • Gameplay 4
3D Platform • 1 Player • GT Interactive • No Rumble • \$99.95

Overall 8

In the land of Marios and Banjos, Gex doesn't really size up. 3D graphics that can only be labelled as ordinary, levels that are often uninteresting and gameplay that consists of little more than 'collect X amount of coins to finish level' add up to an experience that is best suited for the very young gamer. Gex should have been much better, especially in light of its competition.

Holy Magic Century

Graphics 3 • Sound 2 • Gameplay 2

Overall 5



F1 World Grand Prix

Graphics 4.5 • Sound 4 • Gameplay 4.5
Racing • 1-2 Players • Nintendo • Rumble • \$79.95

Overall 9

Gamers searching for the ultimate F1 simulation need not look any further. F1 World GP has excellent 3D graphics, realistic control and a wealth of options that would see any driving sim go absolutely crazy. The game's only downside is that it is strictly a simulation. Those looking for an arcade-type racer will be disappointed. Still, F1 is a sim game and no other game does it better.

RPG • 1 Player • GT Interactive • Rumble • \$99.95

This RPG is almost certainly aimed at the youngest N64 gamers. Simple combat that borders on boring, a story that lacks interest and intriguing characters and an impressive 3D engine that's bugged with glitches and annoying faults reduce Holy Magic Century to a game that will only please die-hard N64 RPG fans who just can't wait for Zelda.

Int. Superstar Soccer 64

Graphics 4 • Sound 4 • Gameplay 4.5
Soccer • 1-2 Players • Nintendo • No Rumble • \$99.95

Overall 9

Considering this is the same price as ISS'99, there's really no reason to buy it, as ISS'98 is everything this game is and more.

Int. Superstar Soccer '98

Graphics 4.5 • Sound 4 • Gameplay 4.5
Soccer • 1-4 Players • Nintendo • Rumble • \$79.95

Overall 9

Not as great an upgrade as many people may have wanted. Still, it has improved visuals, gameplay and sound and easily stands as the best soccer

game on the N64. Team edit and player creation make up for no the World Cup licence.

Ken Griffey's Baseball

Graphics 2 • Sound 3 • Gameplay 2
Baseball • 1-4 Players • Nintendo • Rumble • Price TBA

Overall 6

The long awaited Nintendo baseball game falls behind All Star Baseball '99 in every single area. Washed out, lifeless graphics and simple, unrealistic baseball gameplay make this a game that should be passed up at every opportunity. Get All Stars instead!

Killer Instinct Gold

Graphics 3 • Sound 3.5 • Gameplay 3
2D Fighter • 1-2 Players • Nintendo • No Rumble • \$59.95

Overall 6

As an arcade conversion Killer Instinct is top class, with lovely, huge sprites and excellent 3D backgrounds that scale in and out smoothly as the fighters kick each other's butts. It is a little dated

though, but the game has a huge amount of options, so it's worth a look for fighting game fans.

Kobe Bryant's NBA

Graphics 4 • Sound 3.5 • Gameplay 4
3D Basketball • 1-2 Players • Nintendo • Rumble • \$99.95

Overall 8

A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The gameplay's a little on the slow side, but the large amount of options and the multiplayer game more than make up for this.

Lylat Wars

Graphics 3.5 • Sound 3.5 • Gameplay 3
3D shoot 'em up • 1-4 Players • Nintendo • Rumble • \$99.95

Overall 9

As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to liven up a tired old genre. The graphics are quite good, although a little sparse

and lacking detail in places. Four player games are good fun, if not a little behind the standard in Mario Kart and Goldeneye. With a Rumble Pak strapped together with the game, Lylat Wars is really terrific value for the price.

Mace: The Dark Age

Graphics 3.5 • Sound 3.5 • Gameplay 3.5

Overall 8

3D Fighter • 1-2 Players • GT Interactive • No Rumble • \$99.95

As an excellent conversion of the arcade game, Mace has some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in the game more than makes up for this. Dice and slice limbs and heads off to your hearts delight - oh yeah!



Graphics 4 • Sound 2 • Gameplay 3.5

Overall 8



Forsaken

Graphics 4.5 • Sound 3.5 • Gameplay 4
3D Corridor Shooter • Roadshow • Rumble • \$99.95

Overall 9

The first real second generation game, Forsaken has awesome lighting, brilliant graphics and an excellent four-player mode. The missions are complex and will take a while to finish and the ability to use CPU players in multiplay mode means you don't need friends for a deathmatch. If you like 3D corridor shooters, then it's an essential purchase. If not, still take a look at it.

American Football • 1-4 Players

Electronic Arts • No Rumble • \$99.95
 • Madden comes back with a bigger and better game than last year's efforts, but sacrifices smooth frame-rates and gameplay for high res visuals. Still, the classic Madden gameplay and AI is there and it's better than ever, even edging in front of Quarterback '99 in some aspects. Recommended for football nuts, but beginners should look at NFL Blitz.

Madden 64



**Graphics 3.5 • Sound 3.5
 Gameplay 4 Overall 8.5**
**American Football • 1-2 Players
 Electronic Arts • No Rumble • \$99.95**
 • Although it runs in a lower-res than Quarterback Club, Madden 64 has hyper-smooth visuals and great gameplay to match. The sound and commentary are also quite good, but you may have to be a fan of the sport to get real enjoyment out of this game.

Mischief Makers



**Graphics 3.5 • Sound 3
 Gameplay 4 Overall 8**
**2D Platform • 1 Player • Nintendo
 No Rumble • \$59.95**
 • Even though it's a bog-standard 2D platform game, Mischief Makers has a lot of charm in its design that's supported by great 2D visuals. Huge bosses, excellent graphical effects and solid gameplay make up a great all-round title that's recommended for those who remember the great days of SNES platforming.

Mission Impossible



**Graphics 4 • Sound 4
 Gameplay 4 Overall 8.5**
3D Shooter/Spy Sim • 1 Player •



Mario Kart 64

**Graphics 4 • Sound 3 • Gameplay 4
 Racing • 1-4 Players • Nintendo • No Rumble • \$99.95**
Overall 9
 • A rather basic single player mode is held together by great music, excellent 3D graphics, flawless control and those cutsey Mario characters. Plug in an extra pad and Mario Kart becomes a all time favourite on the N64. Its addictive gameplay will be the cause of many sickies from work and school. At \$49.95 it's an essential purchase!

Nintendo • No Rumble • \$99.95

Super-spy game that borrows ideas from Goldeneye and adds some real great ones of its own. A good deal of variety in its missions, but MI just doesn't sit together as well as Goldeneye in its single player game. On top of that, MI has no multiplayer mode, which makes it a questionable purchase for Goldeneye fans looking for more.

Mortal Kombat 4



**Graphics 4 • Sound 3.5
 Gameplay 4 Overall 8.5**
GT Interactive • Rumble • \$99.95
 • MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64. Fluid 60 frames per second graphics and fighting action that moves at lightning speed make this game very impressive visually. The huge amount of characters and combos will keep even the hardest fighting game freaks happy for months.

Mystical Ninja



**Graphics 3.5 • Sound 3
 Gameplay 3.5 Overall 7.5**
**Action/Adventure • 1 Player
 GT Interactive • No Rumble • \$99.95**
 A decent role playing game who's plot may be a little to "Japanese" for Australian gamers. You take control of four different characters and go on a quest to stop the evil Warlord who's corrupting Japan with western culture, like McDonalds. Good ideas in its gameplay, but only seasoned RPG fans would like this. A good rental game for a rainy weekend!

Nascar '99



**Graphics 3.5 • Sound 1.5
 Gameplay 3 Overall 6.5**
**Racing • 1-2 Players • ElectronicArts
 Rumble • \$99.95**
 Despite the fact that most of Nascar's gameplay involves simply turning left at every corner (as most of the tracks are ovals), Nascar '99 is a reasonable attempt at Daytona USA for the N64. The two player mode is fun, while the one player mode has a good deal of options to stretch some life out of this average racing game. It's no Lamborghini 64 or Top Gear Rally, but real racing fans will find something of interest here.



**Graphics 4 • Sound 3.5
 Gameplay 3.5 Overall 8**
**2D Basketball • 1-2 Players • Roadshow
 Rumble • \$99.95**
 Another in the long line of Iguana games to use the high res mode, NBA Jam '99 is as good as basketball gets on the N64. Lovely visuals, smooth frame-rates and solid gameplay back up NBA's claim as the #1 basketball game. Don't expect to see the slapstick gameplay of the old 2D NBA Jams though, as this version tries a little too hard to be a sim more than anything else.

NBA Hangtime



**Graphics 2.5 • Sound 2.5
 Gameplay 2.5 Overall 8**
**2D Basketball • 1-4 Players
 GT Interactive • No Rumble • \$99.95**
 • Stylish, well drawn 2D characters and slick, arcade gameplay make this a game for those looking to sink a few, quick hoops. Not much strategy involved here, but the multiplayer game is a blast when a few friends come over. Definitely not for sim fans.

NFL Blitz



**Graphics 4.5 • Sound 4
 Gameplay 4 Overall 8.5**
**Football • 1-2 Players • GT Interactive
 Rumble • \$99.95**
 What is basically the NBA Jam of American football games, NFL Blitz is a fast, furious game that will appeal to those who find most NFL games too complex to get involved with. Blitz has smooth, lovely visuals and hard-hitting gameplay but its overly simple gameplay could be its only real fault. Sim fans may be a little bored with this game

all too soon, but others will no doubt find Blitz one of the best sports games on the N64.



**Graphics 5 • Sound 4
 Gameplay 2.5 Overall 9**
**Football • 1-4 Players • Roadshow
 Rumble • \$99.95**
 • Edging Madden aside as the Ultimate NFL game, Quarterback '99 has it all. High res visuals at smooth frame-rates, excellent commentary and sound and top-notch gameplay. This is as good as it gets, but again like Madden, Quarterback will have beginners scratching their heads as this game aims to be a sim more than an arcade game. If you're a sports fan, this game is worth getting for the visuals alone.



**Graphics 4.5 • Sound 3
 Gameplay 4 Overall 9**
**Football • 1-2 Players • Roadshow
 Rumble • \$99.95**
 • The graphics in this game are technically the most impressive on the N64 and the gameplay is no slacker wither. The full license for the Nfl, plenty of stats and figures to change and a huge amount of offensive and defensive plays make this a sports sim lover's dream. The gameplay's not as fluid as madden, but it's still the best American Football game on the N64.



**Graphics 4 • Sound 4
 Gameplay 3.5 Overall 8.5**
**3D Hockey • 1-2 Players • Roadshow
 No Rumble • \$99.95**
 • Great graphics and sound that you've come to expect

from Iguana, combined with good gameplay, make this the best Hockey game on the N64. Plenty of options and player trading abilities make up for the slight lack of smoothness in the gameplay. May not have the goods to convert non-hockey fans though.

Off Road Challenge

**Graphics 2 • Sound 3
Gameplay 3 Overall 5.5**

GT Interactive • Rumble • \$99.95
If you thought Crusin' USA was bad, wait 'till you get a load of this... Choppy frame-rates, ugly textures and boring tracks combine to make this a really forgettable racing game. The cars' controls aren't all that bad really, it's just that the game's graphics really turn you off. Rent it if you must, but you'd have to be a die-hard racing fan to get much out of this game.

Pilotwings 64

**Graphics 4 • Sound 2
Gameplay 4.5 Overall 8.5**
**Flight sim • 1 Player • Nintendo
No Rumble • \$69.95**

Plays and looks just like the real thing (even if the frame-rate is a bit jerky at times), and provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps (largest seen in any N64 game), and gasping at the effects Nintendo have stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.

hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster.

Rampage

**Graphics 2.5 • Sound 3
Gameplay 3 Overall 6**
**2D Beat 'em up • 1-3 Players
GT Interactive • Rumble • \$99.95**

A conversion of an ancient game that really should have stayed at the arcades. Great fun with a few friends punching the crap out of each other, but the single player game is dire and boring after only a few levels. Very repetitive to say the least.

Robotron

**Graphics 1 • Sound 2
Gameplay 2 Overall 5**
**3D shoot 'em up • 1 Player
GT Interactive • No Rumble • \$99.95**

Purely mindless shooter that plays on your memories of retro games in order to get an audience. Shabby, ugly visuals together with brain dead gameplay make this a no-brainer to say the least. I'll have to kick Mithra in the butt for giving it 5...



**Graphics 3.5 • Sound 2
Gameplay 3.5 Overall 7.5**
**3D Shooting/Platform • 1-4 Player
Ubi Soft • Rumble • \$99.95**

The idea of basing all the cars on different animals is a bit unusual but the weapons are explosive, the cars are fast and the four-player mode is furious, so who cares? The control of the cars is very simple so simulation freaks should look elsewhere and the single player game is a tad easy, but anyone after a multiplayer action-packed racer should take a look.

Shadows of the Empire



**Graphics 2.5 • Sound 3
Gameplay 2.5 Overall 6**
**3D Shooting/Platform • 1 Player
Nintendo • No Rumble • \$79.95**

A total shame and 'blasphemy' to the name of Star Wars. Shadows has some of the dodgiest gameplay yet seen on the N64. With a mix of shoot'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none.

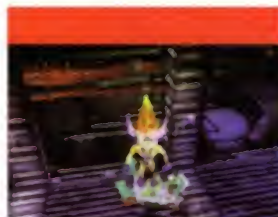


Super Mario 64

Graphics 5 • Sound 4.5 • Gameplay 5 Overall 10
3D Platform • 1 Player • Nintendo • No Rumble • \$49.95

I've said it before and I'll say it again: Super Mario 64 is the best game on the N64. Incredible level design that'll stun you at every moment, great, catchy music and 15 huge, awesome worlds make Mario the ultimate 3D platform game. It's even better value now because the game is only \$49.95!

Although great fun for the little ones, Shadows is not recommended for experienced gamers.



**Graphics 2.5 • Sound 2.5
Gameplay 2.5 Overall 7**
**3D Shooting/Platform • 1 Player
Roadshow • No Rumble • \$79.95**

Infogrames have put a lot of imaginative and interesting ideas into this futuristic platformer. You take the role of a juggler in an intergalactic circus as he explores strange new alien worlds. Unfortunately, a low frame-rate, awkward camera angles and some really unforgiving gameplay elements make this game a frustrating experience. Stick with renting, if you can.

Top Gear Rally

**Graphics 3.5 • Sound 3.5
Gameplay 4 Overall 8.5**
**Racing • 1-2 Players • Nintendo
Rumble • \$79.95**

TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically re-creates rally driving on the N64. Troubles do arise with the car's control later in the game when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplayer may be disappointed though.

Snowboard Kids



**Graphics 4 • Sound 2.5
Gameplay 3.5 Overall 8**
**Snowboarding • 1-4 Players
Nintendo • Rumble • \$59.95**

A great spin-off from the traditional snowboard game, SBK provides some great,

Turok Dinosaur Hunter

**Graphics 3.5 • Sound 3.5
Gameplay 4 Overall 8.5**

**3D First Person Shooter • 1 Player
Roadshow • No Rumble • \$99.95**
Kick dinosaurs' asses all the way through huge levels that are larger than anything else on a home console. The weapons in



San Francisco Rush

Graphics 4 • Sound 3 • Gameplay 4 Overall 9
Racing • 1-2 Players • GT Interactive • Rumble • \$99.95

An excellent new theme on racing (driving over buildings instead of around them) and a great graphic engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.

**Graphics 3.5 • Sound 3.5
Gameplay 4 Overall 8.5**

**3D First Person Shooter • 1-2 Players
GT Interactive • Rumble • \$99.95**

The monster PC hit arrives on the N64, a little ragged around the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long,



Wave Race 64

Graphics 4 • Sound 3.5 • Gameplay 4.5

Overall **9**

Jet Ski Racing • 1-2 Players • Nintendo • No Rumble • \$99.95

It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.

the game are arguably the best ever seen, with huge nuclear mushroom cloud effects that envelop the whole screen and make you wonder how anything survived. The game's only problems are its dreaded fog and rather limited colour palette. A game that's highly recommended.



Graphics 3.5 • Sound 3.5

Gameplay 3.5

Overall **8**

Racing • 1-2 Players

Nintendo • Rumble • \$99.95

Finally, a rally driving game that accurately recreates the sport, but V-Rally can be a little too realistic for some. The controls are really sensitive and the car reacts realistically to the track's bumps and rough surface, so you'll have to put in long hours to master this game. A good

graphic engine complements a great driving game that just misses out on becoming great.

WCW Vs NWO - World Tour

Graphics 4 • Sound 3 •

Gameplay 4

Overall **8.5**

3D Wrestling • 1-4 Players •

GT Interactive • Rumble • \$99.95

Arguably some of the most fun you could ever have on your N64. Slam, smash and bang your opponents all 'round the ring with excellent 3D visuals providing realistic wrestling action. A little bit limited in single player mode, but plug in a few extra pads and you'll have the time of your 'gaming' life bashing up your mates.



Graphics 2 • Sound 2

Gameplay 2.5

Overall **6**

Golf • 1-4 Players

Nintendo • No Rumble • \$79.95

A rather nice, playable golf game hidden under some ugly 2 Dimensional 'cardboard cut-out' scenery. One look at Waitaee and you'll wonder why the graphics programmers didn't do more. Golf fans will love it, but the fact that the game only has one course with 18 holes means that it will test even the greatest golf lover's attention span.

Wetrix



Graphics 3.5 • Sound 4.5 •

Gameplay 3.5

Overall **8**

Puzzle • 1-2 Players • Roadshow

No Rumble • \$99.95

A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race, and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.



Graphics 3.5 • Sound 4

Gameplay 4

Overall **8.5**

Racing • 1-4 Players • Playcorp

Rumble • \$99.95

An almost perfect conversion of an excellent racing game originally seen on the Playstation. WipeOut has fast, furious gameplay with craft that travel at insane speed, wield awesome weapons, with the combination of both making a totally addictive and entertaining game. WipeOut's only faults are its lack of tracks (7) and that these track's design and

the game's graphics and gameplay have been bettered by Nintendo's recent F-Zero X. Fans of the original will no doubt find the game an essential purchase.

World Cup '98



Graphics 3.5 • Sound 4

Gameplay 3.5

Overall **8.5**

Soccer • 1-4 Players • Electronic Arts

Rumble • \$99.95

The latest installment in the Fifa series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar soccer 64 for its control and gameplay. Both have their merits.

Wrecking Balls

Graphics 3.5 • Sound 4

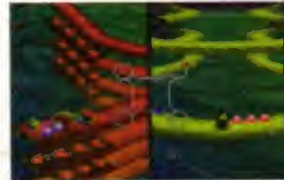
Gameplay 3

Overall **6.5**

Roadshow • Rumble

• \$99.95

Wrecking Balls turns out to be a racing game with a unique twist



to it - you're a bouncing ball that has to make his way along and up platforms to the very top of each level. The game has a combat element in it as well, but the ideas just don't seem to come off that well. Try renting the game for a weekend to be sure you like it before you buy.

Yoshi's Story



Graphics 4 • Sound 4

Gameplay 3.5

Overall **8.5**

2D Platformer • 1 Player • Nintendo

No Rumble • \$99.95

Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though... Yeeeeeaaahhhh...



WWF Warzone

Graphics 4.5 • Sound 4 • Gameplay 4

Wrestling • 1-4 Players

Roadshow Rumble Pak Support: Yes • Price: \$99.95

Arguably the best visuals ever on the N64 make this game worth purchasing for its graphics alone. A huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling.

Overall **9**

Next Month...

Don't miss out on the review of what could be the biggest game of the year, **Zelda 64**, in our next issue. We'll go over the game with a fine tooth comb, giving you all the details on Nintendo's monster game. We've also got an in-depth account of the Zelda games and how Link has changed the face of Role Play gaming on the Gameboy, SNES and N64. **Superman 64** will also make a landing next month, along with **Top Gear Overdrive** and **Rush 2: The Rock**. Last, but not least, will be **Star Wars: Rogue Squadron** - the full review, so don't miss the next issue of N64 Gamer!

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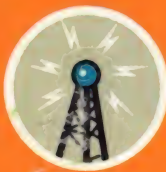
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NINTENDO 64

RACING SYSTEM ™

Multi-Platform



- Padded racing wheel with 250° turning radius.

- Advanced multi-key programmability.

- F1-style gear shifters.

- No-slip, no-tip analogue pedals with oversize base.

- Unique RS engine allows multi-platform road action for either PC, N64, Playstation, Sega Saturn or future game systems. Package comes complete with one of the above engines, other engines are sold separately.



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